

STAR WARS[™] **FORCE AND DESTINY**

DISCIPLES OF HARMONY



A Sourcebook for Consulars

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CONTENTS

The Consular in <i>Star Wars</i>	5	Armor.....	45
Chapter I: Disciples of Law	8	New Gear.....	46
Pass On What You Have Learned.....	10	Weapon attachments.....	50
Consular Backgrounds.....	10	New Droids.....	54
Consular Morality.....	14	Vehicles.....	57
New Species.....	16	Starships.....	60
New Specializations.....	21	Paths to Peace	66
New Talents.....	28	Mentors.....	68
Consular Motivations.....	31	Knowledge is Power.....	80
Signature Abilities.....	33	Approaching Knowledge.....	82
Force Power: Imbue.....	36	Consular Characters in the Party.....	84
Force Power: Ebb/Flow.....	38	Consular Encounters and Adventures.....	87
Chapter II: Tools of Judgement	40	Consulars and Diplomacy.....	90
New weapons.....	42		



Squat, dark, and studded with weapon turrets and sensor blisters, the starship broke through the storm-lashed clouds and descended atop the sullen red glow of its main engines. Below, on the outskirts of the tiny village huddling between the frozen plains and icy canyons, Thissa Somori hissed in fear. "They've arrived."

Some of the other villagers, a mixture of furry Talz, blue-skinned Pantorans, and scattered humans, moaned and shrank away. Others gripped their farming implements and hunting weapons tighter.

"Courage," Urma Athantras said, her low voice still carrying over the hissing of the ice and wind. The Arkanian hardly seemed to notice the cold as she stood resolutely in front of the villagers, staff in hand.

"Indeed, I wouldn't be concerned, Mistress Somori," Tione Zrar said. The Pau'an's mellow words contrasted sharply with her cadaverous, lined face and pointed teeth. "With Urma, Velai, and myself at your side, your village is far from helpless in a fight. Not," she added quickly, seeing the expression on the Pantoran woman's face, "that we expect a fight."

Thissa didn't seem particularly reassured, so Tione drifted away from her and over to Velai. Her voice rose to a more anxious pitch as she muttered quietly to him, "If we had just had another hour, I could have finished my research. But without that information, I'm just not sure about our chances for success."

"Don't worry, Tione." Velai's eyes remained closed, and he didn't seem to mind the cold as he sat crosslegged in the snow. "We shall make do. All is, as the Force wills it."

The ship set down on the snowy plain, its main drive flickering and reluctantly dying. For a long moment, nothing happened. Then, the ramp dropped down. A motley assortment of pirates and marauders stalked toward the villagers. In the lead was another Pantoran woman, twin blasters at her hip. She approached the group with a sneer on her face. "What's this?" she shouted when she was close enough. "A welcome party? Have the goods and the money all ready for us, do you?"

"No, and they never will again," Urma wasn't speaking any louder, but everyone could hear her as clearly as if she were standing by their side. "It is time for you to cease your predations, Captain Arra."

The captain laughed harshly. "Or what? You'll try and stop me?"

Urma didn't move, but suddenly a glowing blade of energy ignited from the top of her staff, bathing everyone in cold, blue light. "I will not try."

For another long moment, nothing moved on the snowy ground. Tione could see some of the pirates tensing, ready to go for their blasters. Any moment now...

Then Velai spoke up. The old Cosian walked between the two groups, holding up his hands. "There, now," he said calmly. "You see, Captain Arra, that the situation has changed, just as we see the strength at your disposal as well. Perhaps, instead of most of us dying to no avail, we could talk? You really have nothing to lose."

Captain Arra nodded reluctantly, and Tione sighed. So far, all according to plan.

Kharmoth, the Talz elder, shook his fist and burble-growled at the pirates on the other side of the meeting hall. All four eyes narrowed as he laid one huge paw on the haft of his hunting spear.

Captain Arra's Zabrak first mate jumped to her feet, drawing a pair of vibroknives. "Try it, furball, and I'll gut you all the way up to your eyeballs!"

The pirates and the villagers all reached for their weapons, and for the third time in the past hour, Urma strode between them. "Enough!" she shouted, glaring at both sides until they backed down.

Captain Arra remained seated, but her hand touched her blaster pistol lightly. "I can't blame you for being frustrated, Elkan. An hour of gab, and all this lot keeps saying is 'go away,' and 'leave us alone.'"

The pirate captain stood, and gestured grandly around the hall. "But why should we leave? An hour, and you lot still haven't told me why it benefits us to stop taking this town's money."

"I think," Tione spoke up from the back of the meeting hall, "that I'm finally in a position to do just that." She stepped forward, holding her datapad in one hand. "It has to do with the real reasons you became pirates in the first place."

Tione's voice fell into the rich timbre of a university lecturer. "The debts your crew owes to the Hutts will take you years to repay with the amount you can take from this town each season. But did you know that these villagers are also plagued by packs of narglatches, and narglatch hides are in high demand in these nearby systems?" A holomap appeared, hovering above the datapad. "Narglatch hunting is dangerous, but I'm guessing your crew would enjoy the thrill. And if you protect the village from a vicious predator, it is only reasonable that they would provide you with food and shelter in return."

"But that doesn't address the other reason," Tione continued more quietly. "You see, I found your full name, Captain Arra Somori. The rift between a mother and a daughter is not something we can patch with logical arguments."

Captain Arra's sneer vanished in an instant. She glanced at her crew, and then at Thissa, who stood behind the Talz. In that moment, the grief in their faces made the familial resemblance unmistakable.

Again, it was Velai who broke the silence, the first time he had spoken for the past hour. "Perhaps not logic," he said. "But perhaps time? Time, and cooperation for mutual benefit?" His eyes met first Thissa, then Arra. "Perhaps those might begin to do what logic cannot."

First mother, then daughter, nodded.

THE CONSULAR IN STAR WARS

They say the Force is a living thing. Few are more connected to it than those who call themselves Consulars. Whereas other Force users may pursue it for strength, or protection, or deception, or even as a way to amplify their own emotions, Consulars seek a stronger connection to the Force itself, as if it were a friend and trusted ally. To Consulars, it lives and breathes just as any other creature in the galaxy; Consulars truly seek to make the Living Force part of themselves.

Consulars connected to the Force in this way are formidable opponents indeed on the field of battle. However, their real strength is away from the fighting. Encounter them in the galaxy at large, and you will discover beings fully capable of turning the tide of war on a galactic scale. Even in moments of peace, Consulars remain a force to be reckoned with, often without ever igniting their lightsabers.


Consulars not only listen to the will of the Force in the present but also connect to its long past. They explore the lore of the galaxy and delve into its secrets, searching for knowledge and insight other Force users might choose to ignore in search of more immediate benefits. The tale of a Force user long dead may have bearing on the present and grant a Consular unique insight. The past may enlighten the difficult decisions required not only of Consulars themselves but also of all those who would survive under the Empire's oppression. The Force may provide subtle clues and hints about strange artifacts that might aid the cause of the Rebellion if located—or, if eliminated, prevent the Emperor's strength from growing even greater.

Consulars do not concern themselves only with the past. The future looms large in their thoughts. Consulars bear the responsibility of finding and training future generations of Jedi. Without Their knowledge and skill in training the Jedi younglings, the traditions of the Order would matter little, as there would be no one to carry them on. All efforts would be for naught, and the Force itself might descend into darkness if there were none to carry it in the light. No Jedi of the past would be of any consequence if their knowledge could not be passed on to those who come next.

Throughout the galaxy, Consulars work to preserve the past, protect the present, and prepare for the future, all while connecting with the Force so closely that there are few who can doubt it is their ally.







DISCIPLES OF LAW

"Pass on what you have learned."

—Yoda

Pace is a dangerous prospect in a galaxy ruled by the Galactic Empire. Few feel this more keenly than the Consular. Across countless star systems, the Consular follows the will of the Force in an effort to bring harmony to planets torn apart by warfare and strife. Though it pains Consulars to see life ripped asunder by the machinations of the Empire, still they strive to bring light and peace to all they encounter in their travels. Whether healing the sick or wounded, bringing enlightenment to the ignorant, or serving as a voice of reason to those buried in their own struggles, Consulars seek peace in all things.

This seemingly impossible task is made all the more difficult by Consulars' deep connection to the Force, making their magnificent and terrible struggle intrinsically personal. War, bloodshed, intolerance, and strife all spring from the dark side of the Force, and the pain felt by Consulars as they seek to stanch the wounds of the entire galaxy can lead to bitterness and despair if they stray too far from the light. To combat this, Consulars always seek to achieve a deeper connection to the Force through the discovery of secrets and knowledge that have been lost to time or destroyed by Emperor Palpatine and his regime. By strengthening their bonds to the Force through

an understanding of what has come before, Consulars can find a greater peace through the knowledge that the Force is, has always been, and shall always be a part of the galaxy.

To be a Consular in a galaxy that knows only endless conflict is a dangerous and difficult path. The Galactic Empire, with the aid of Darth Vader and his Inquisitors, has done everything in its power to exterminate nearly all knowledge of the Jedi Order and mire any remaining information in lies, Imperial propaganda, and misinformation. Few beings still carry secrets from the halcyon days of the now-fallen Jedi Order, and discovering such knowledge often comes at a terrible price.

A small number of artifacts, such as holocrons and other ancient tomes of lore, may have escaped Imperial notice, but they are rare and difficult to find. Consulars who manage to track down information on the way of the Jedi will have the unenviable task of deciphering these lost secrets without the aid of those wiser than themselves. In fact, it is Consulars to whom others often look to as sources of wisdom—putting the burden of discerning light from darkness squarely upon the shoulders of those who seek to follow this path.

An **Arbiter** acts as a negotiator between two individuals or factions in conflict, guiding them to a deeper understanding of one another by showing them their commonalities as they struggle to make their way in the galaxy. By pushing past the Imperial rhetoric that keeps them divided, the Arbiter can end a seemingly ceaseless feud and provide evidence to both sides that they are being manipulated and distracted from the true source of their troubles. As a rogue scholar, the Arbiter is able to step back from the struggle at hand and view it objectively and with deeper insight in an effort to present the commonalities of all involved.

Ascetics take an unorthodox approach when acting as a rogue scholar. The material trappings of the galaxy often serve as a smoke screen to galactic citizens. By cutting through the distractions that cloud the perceptions of those around them, Ascetics allow the truth to shine through for all to see. To these Consulars, the truth is waiting to be seen. Revealing it is simply a matter of helping others to see what is already in front of their eyes.

Pain and suffering cloud the mind. Few understand this more deeply than a **Healer**. By helping others to see the truth of both sides in a struggle, Healers seek to bring closure and peace to everyone wounded in a conflict. This can lead them in a surprisingly investigative direction as they search for the spark that ignited the fires of war. By applying what they have learned in their studies to the reality before them, they hope to find a greater peace for everyone.

The art of the lightsaber has been lost with the destruction of the Jedi Order. **Niman Disciples** study what few fragmentary texts remain or searches for hidden practitioners who might have been masters of the iconic Jedi weapon. The practice of wielding a lightsaber is a study unto itself. Niman Disciples echo duelists of the past, rediscover lost techniques, and carry on the legacy of this forbidden weapon so they might find a brighter tomorrow. Because the Niman style focuses heavily on inner peace and serenity, these rogue scholars seek to become a simple stillness in a galaxy torn apart by conflict. Each secret they discover can be felt in the gentle hum of this ancient weapon.

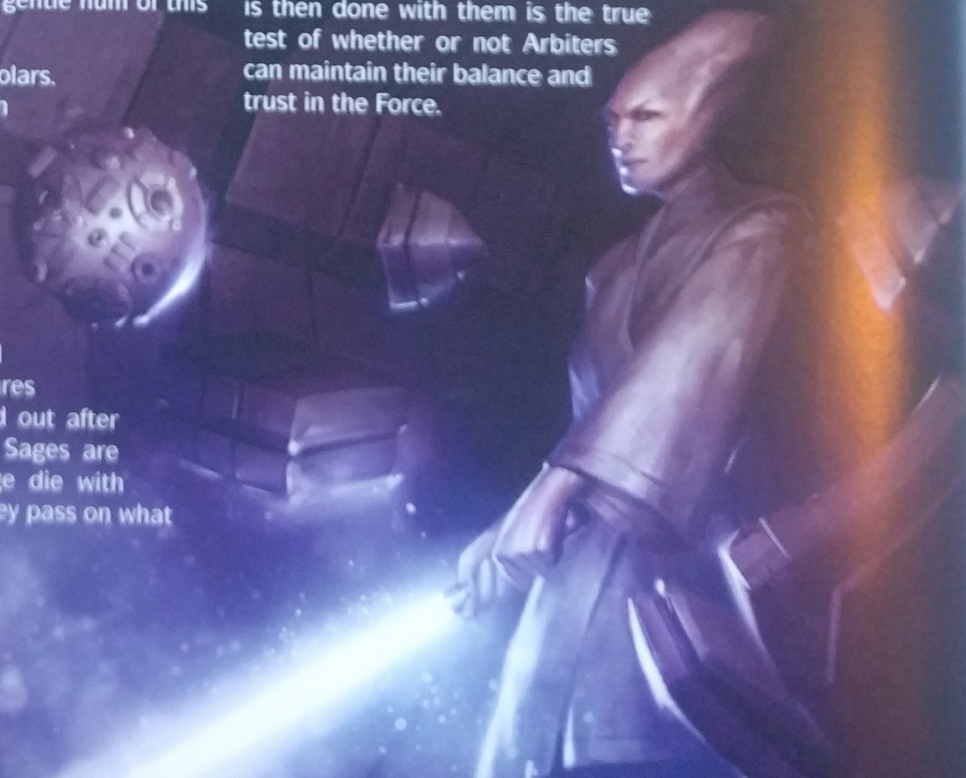
Sages are, by their very nature, scholars. Knowledge is its own reward, and with it comes understanding. But both are dangerous during these dark times, and Sages who dig deeply into the secrets hidden by the Empire often make targets of themselves. As they grow in wisdom, they are drawn into more danger; to protect themselves, they must become ever more silent and subtle. Secrets become hoarded treasures and rationed commodities to be doled out after much deliberation and consideration. Sages are caught between letting lost knowledge die with them or risking their lives every time they pass on what they have learned to another.

Teachers are the most brazen of rogue scholars. It is in Teachers' very essence to share what they know with any who are willing to learn. This makes it difficult for them to remain hidden and continue pursuing their search for secret knowledge. Each lesson is a risk. Each parable becomes a beacon to those who hear it. If Imperial forces or their ilk discover these things, the lives and knowledge of these Teachers can be erased in a single, brutal instant.

RELIC SEEKER

The past lives on, even when all those who were there to witness it have become one with the Force. Whether holocrons, ancient lightsabers, or personal journals, relics of the past are some of the galaxy's strongest connections to its once-thriving Force-using traditions, which are now all but annihilated. Some Consulars recognize these relics as tangible and vital links to a bygone era and actively seek these treasures of insight in forgotten and abandoned places. More dangerous than finding them is keeping them, however. Those who are caught carrying a Jedi holocron, Sith artifact, or other trinket are instantly branded traitors by the Empire. They are hunted to the farthest reaches of the Outer Rim Territories, and even beyond. However, this does not stop the seekers of relics. Consulars know that if balance and peace are to return to the galaxy and those strong in the Force are to have a place in it, a connection to the past must be maintained—even strengthened—with the recovery of these lost artifacts. Relic seekers who discover a dark side artifact may unknowingly be carrying the very thing that will undo them, in the hope that it can be protected from the prying eyes and machinations of greater evil.

Arbiters in search of lost objects are tasked with deciding how to keep them safe for future generations. These decisions include how these things should be preserved and, in some cases, whether or not they should remain hidden or be destroyed. Often, Arbiters work to acquire relics from the hands of individuals who do not realize what they are carrying. Through negotiation and bartering Arbiters are able to acquire such relics. What is then done with them is the true test of whether or not Arbiters can maintain their balance and trust in the Force.



Ascetic relic seekers might seem contradictory, given their detachment from the physical world. In some sense, this is true. Ascetics do not search for relics in order to hoard them for themselves. Instead, Ascetics hope to preserve these antiques for future generations, keeping them safe from all hands until such a time comes when their use can be of the greatest benefit. Once discovered, such objects are hidden away yet again in a location shrouded in even greater secrecy. To Ascetics, an artifact that is revealed to a select few and wielded by no one can be preserved until such a time as it is needed.

The Force is intrinsically tied to all living things. Across the many traditions of those who wield the Force, it is said there exist pieces of lost technology that could aid in the preservation of life and ease the pain of the wounded. Some **Healers** seek out these treasures in order to help close the countless wounds across the galaxy. Many Healers who discover artifacts outside their purview will see that they are set in the hands that will best use them to protect the weak and defend the innocent.

Naturally, **Niman Disciples** who scour the galaxy for relics focus their investigation on lost lightsaber technology. This goes beyond the obvious search for crystals and construction methods; many Niman Disciples seek out instructional texts and holocrons, as well as any remaining records that discuss the philosophy behind the art of the lightsaber. For all Jedi, and especially Niman Disciples, wielding the weapon of the lost order is as much a spiritual exercise as a physical one—if not more so.

The **Sage** knows that wisdom can be found in the words of elders from the past—but few such mentors remain. Many Sages instead search for records left behind by lost masters of the Force. But their truths were hidden (or even destroyed) by the Empire for a reason: the truth is the most dangerous weapon in the battle against the Empire. Those who search for it are the most wanted beings in the galaxy, which forces Sages to conduct their searches with a level of awareness that borders on paranoia.

The Force is a nebulous, intangible thing. It cannot be touched in any physical sense, so sometimes a **Teacher** will seek out objects from the past and use them to convey otherwise difficult concepts to those who wish to learn the ways of the Force. These instructors recognize that such relics bring their lessons to life and must be preserved. Holocrons and tomes of lore kept by ancient Force users are especially valued, as they are founts of knowledge whereby the Teacher may sometimes become the student.

WANDERING DIPLOMAT

Inner peace and tranquility are hallmarks of those adept in the ways of the Force, but they are by no means easy states to reach. Consulars recognize that peace can be found in all moments, by all people—some just need more help than others. Wandering diplomats use their skills in the Force to help beings they encounter resolve conflict through discussion,

concession, and patience. Whether acting as an advisor to a planetary official, a negotiator for a trade guild, or simply a traveling peacekeeper, a wandering diplomat strives to help other beings find harmony in the midst of chaos and stem the tide of the violence and bloodshed in the galaxy.

Arbiters are, by nature, diplomats. Seeking to bring balance to underlying conflicts and resolve ongoing struggles, Arbiters are well-suited to the role of a wandering diplomat, which allows them to stay one step ahead of the Galactic Empire. Unfortunately, they are rarely present to see whether their attempts to bring peace are effective, as they must often vanish as quickly as they appeared for the safety of both themselves and those they seek to aid.

Ascetics are surprisingly effective in the role of wandering diplomats. They are able to see past the distractions that so often blind everyone else involved. By focusing solely on their connection to the Force and its connection to those they seek to aid, Ascetics are able to get to the heart of the struggles in which they are interceding. The truth appears easily to them, unfettered by interruptions.

Healers are natural peacekeepers, often seeking to stave off a wound before it can be inflicted. They must remain observant, relying on both their own physical senses and the awareness granted to them through their connection with the Force in hopes that they can prevent turmoil before it can occur. Conversely, many Healers serve as wandering diplomats in the aftermath of a terrible struggle, seeking means for peace between two sides that have already all but destroyed one another. These characters are both desperate and patient, hoping to find a peace that exists on the far side of war.

Though much of their training focuses on the lightsaber, **Niman Disciples** make excellent negotiators and diplomats. They recognize that a weapon should only be drawn if the wielder is willing to use it. As such, when they do ignite their lightsabers, it is done as an act of protection—to defuse violence before there is no turning back. By staving off greater violence with lesser methods, they can sue for peace when the dust settles and cooler heads can prevail.

The **Sage** uses lessons and parables to enlighten those caught up in their own struggles so that two factions might see that they are not so different after all. In the end, all beings are of the Force, and in that, the Sage hopes to find a universality common to everyone involved. The wisdom of shared experiences, collective values, and simple common sense can win the day if only a moment can be taken to stop and reflect on the situation at hand.

Teachers who travel from star to star in hopes of bringing peace act almost as investigators. After observing both sides in a conflict and listening to what each has to say, these wandering diplomats can provide techniques they've learned in their travels and insight from their exotic experiences that can help achieve an accord. New methods and a new vision are sometimes all that is necessary to bring about resolution—that vision simply needs to be revealed.

CONSULAR MORALITY

Consulars are constantly in search of knowledge and understanding. While this is most often done from a place of peace and desire to bring harmony to the conflicts around them, the quest for wisdom is not without its perils. Earnest and well-meaning curiosity can spiral into obsession if Consulars do not tread carefully. Consulars must take great care to ensure that they do not seek knowledge for personal power. Fewer things are more dangerous than a secret that is known to only a few, and the sense of power that comes from being one of the select few can create pride and arrogance if the Consular is not careful.

With deep understanding, there sometimes comes a sense of superiority. Consulars can come to believe their knowledge makes them better than the less-educated beings who surround them. Such Consulars sometimes seek greater and more elusive secrets. In time, this can develop into an obsession in which Consulars gather hidden information and name themselves the singular stewards of these secrets, withholding such knowledge simply because they decide only they are worthy to possess it.

Even those who are able to remain humble can face corruption from their discoveries. Consulars search endlessly for a deeper understanding of the Force; before long, it is likely that they will discover holocrons, lost tomes, or ancient secrets that detail one of the many paths leading to the dark side of the Force. While Consulars seeking to follow the path of the Jedi are wary of Sith teachings, the corrupting influence of the dark side can be found in other traditions. Both the Sorcerers of Tund and the Nightsisters of Dathomir draw their power from fear, hate, and anger. What can appear to be unique and insightful exploration of exotic Force techniques can lead Consulars unknowingly down the path of the dark side if they are not vigilant. There are even some rare organizations, such as the Jensaarai, who claim to walk in perfect balance with the Force, able to call upon both compassion and anger for their power. Whether there is any truth to these claims is not known, but reckless Consulars drawn in by a promise of new understanding of the Force can easily find themselves unknowingly walking in shadow. Before long, such Consulars are surrounded by murk, where lies and wisdom become mingled and the darkness is too deep for them to separate peace from passion.

Consulars must constantly examine both themselves and those around them in order to best utilize the knowledge they have acquired. The burden of understanding weighs heavily upon their shoulders, and the application of that knowledge is a delicate task. Consulars must strive to hold onto the balance of insight, recognizing that while they may have a deeper understanding of a given situation than many other beings, they have by no means achieved perfect understanding and absolute wisdom. It is the Consulars' duty to remember that the wise are certain that they know nothing. This means Consulars must be able to make hard choices when knowledge is incomplete or outcomes are uncertain, often risking their own life and the lives of others in the process.

The Morality of Consulars colors why they seek knowledge as well as how they apply the wisdom they have acquired. It helps guide players in how their Consular will act when they are asked to resolve matters of conflict. Players may replace **Table 2–1: Morality** on page 50 of the **FORCE AND DESTINY** Core Rulebook with **Table 1–1: Consular Moralities**. Players may choose to roll randomly or select a Morality based on their background, core philosophy, or desired character arc. Each character starts play with a Morality value as described on page 49 of the **FORCE AND DESTINY** Core Rulebook.

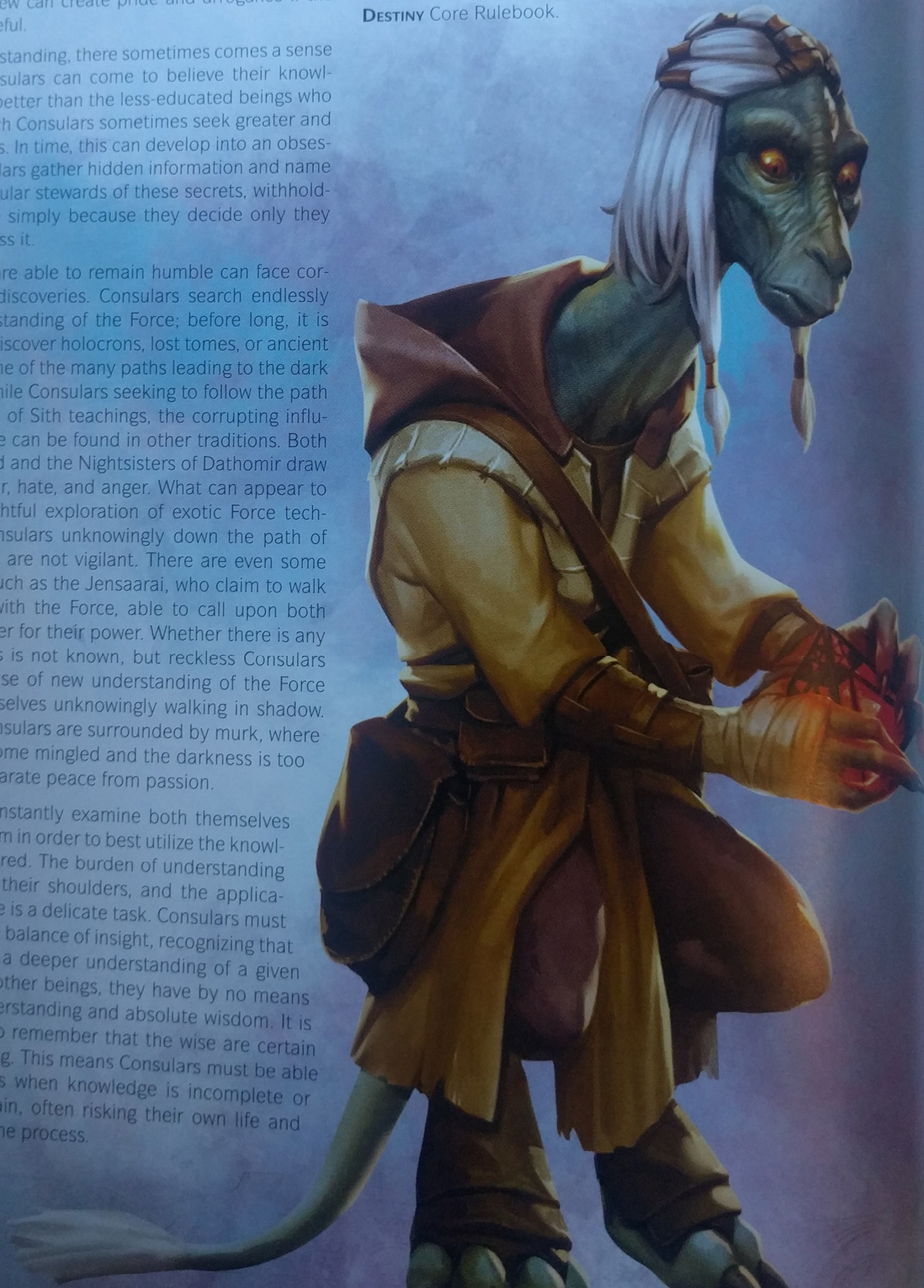


TABLE 1-1: CONSULAR MORALITIES

d100	Emotional Strength	Emotional Weakness
01-08	Reason: The character is able to look at situations objectively, and observe the natural state of things without being influenced by strong emotions.	Apathy: The character's skills at detached observation can often lead to a cold pragmatism in which the emotional cost of choices is not taken into consideration.
09-16	Love: The character has a gentle and kindly affection for someone or some group. This unwavering dedication is an inspiration to those around the character.	Jealousy: At times, the character is so devoted that he cannot stand to see the subject of his love turn to others. This can lead to envy or a lack of appreciation.
17-24	Caution: By being wary and observing all the variables of a situation, the character is able to make an informed decision. By considering his actions, the character can make the most effective choice.	Indecision: The character can sometimes spend far too long considering a matter, unable to find the confidence necessary to make a hard choice. Faced with a situation that demands immediate reaction, the character is unable to make any choice at all.
25-32	Cleverness: By observing beings and situations in an unorthodox manner, the character gains a new and unique understanding. This allows the character to approach problems from an unexpected angle and produce original solutions.	Sophism: The character's unique perspective can lead to the assumption that those who do not share the character's insight are somehow less enlightened and should be reminded of that.
33-40	Compassion: All beings are important in the Force, and the character never hesitates to offer aid to those who are in need. The desire to alleviate suffering is paramount to the character.	Hatred: Those who have no capacity for compassion deserve none for themselves. The character is quick to mercilessly dispatch beings who breed suffering, not considering whether such beings can be saved themselves.
41-48	Mercy: All creatures deserve a second chance so that they might learn from their mistakes. The character is willing to lay down his weapon and offer that chance to former enemies who seek peace and enlightenment.	Naivete: The character only sees the good in all beings and can easily be influenced by a cunning foe. This can lead to bitterness, betrayal, and terrible consequences for a seemingly noble act.
49-56	Curiosity: The search for knowledge never ends, and the character is driven to discover all that the galaxy has to offer. Understanding all things and all beings drives the character to seek out wisdom wherever it may be found.	Obsession: The character can become fixated on a particular area of knowledge and cast aside prudence and patience in a self-serving desire to achieve ultimate enlightenment.
57-64	Pride: The character takes strength from bringing peace and enlightenment to the galaxy and recognizing that those efforts are not in vain. Such characters see themselves as valuable in their role as peacekeepers during these dark times.	Arrogance: The character's role and accomplishments are something he feels must be recognized by those around him. Such characters often fail to acknowledge the beings who came before them and belittle those who are not part of their quest.
65-72	Patience: The character faces delay and obstruction with a calm mind, recognizing that in time all things will reveal themselves as the Force wills it. The character keeps a steady mind in even the most frustrating circumstances.	Condescension: The character often treats less patient beings like children and dismisses their concerns. As a result, the character may overlook valuable insight from friends and allies.
73-80	Ambition: The character is undaunted in his endeavors, always seeking to bring peace to the galaxy. Such characters recognize that even though their lofty goals are all but impossible, they must ceaselessly continue their efforts.	Impatience: In their zeal, these characters often do not recognize that the results of their efforts can take years or even decades to come to fruition. When results are not forthcoming, they can become bitter or disillusioned with their own ideals.
81-88	Charity: The character gives endlessly, both in counsel and of his own possessions, without any thought of reward. By providing to those who are less fortunate than herself, she is able to bring harmony and ease the burdens of others.	Martyrdom: The character gets frustrated when others do not recognize the sacrifices she has made. Such characters see those they have aided as ungrateful, or worse, unworthy of the things they have been given.
89-96	Discipline: Self-mastery is key in all things for the character. Emotions and desires must be recognized and controlled, preventing rash and reckless acts that might inadvertently endanger those she is trying to help.	Intolerance: The character has little respect for those who are indulgent or complain about the difficulties they face. There is little place in the character's heart for those who constantly dwell upon their own difficulties.
97-00	Roll twice on this chart. The PC has multiple emotional strengths and weaknesses.	

NEW SPECIES

The vast number of species in the galaxy ensures that there will always be a need for diplomacy. Even while war rages between the Galactic Empire and the Rebel Alliance, countless smaller conflicts simmer between individual planets, or nation-states, cities, and tribes. These minor wars often are ignored by the major galactic players. However, to the Consular, no conflict is too small to resolve, and no species should be ignored when one is promoting peace, understanding, and galactic harmony.

This section expands players' options when choosing species for their characters, introducing three species that have an interest in diplomacy, knowledge, and passing on that knowledge to others. These species are the Arkanian, the Pau'an, and the Cosian. Their starting characteristics, skills, and abilities make these species well suited for building Consular characters.

However, players should not feel constrained to limit these species to the Consular career option. Any being of a given species, with the right background, skills, and talents, can take on just about any role (and thus play well with any career or specialization). A Pau'an may remember her species' ancient role as the stewards of their former homeworld of Utapau, and decide to become a silent and vigilant protector of a new home in a far-off city. Such a character may choose to be a Sentinel and invest in the Shadow specialization. A Cosian Force user may apply his keen intellect to the precise fighting style of Form III: Soresu, and become a Soresu Defender to master that form of lightsaber combat. And while most Arkanians value scholarly pursuits above all else, an Arkanian with a connection to the Force may find that innate connection to all life pushes her to become a Seeker, and journey into the natural world to gain true understanding of nature.

These species open an array of new roleplaying challenges and opportunities for players. A player might choose to play a wise Cosian Teacher looking to pass on knowledge to the next generation, a contemplative Pau'an Ascetic whose loss of homeworld has driven the character to seek understanding in a minimalist lifestyle, or a clever Arkanian Arbiter whose sharp mind always seeks resolutions to conflicts that benefit both sides. However, a player could just as easily create a vicious Cosian Aggressor, a watchful Pau'an Protector, or a hotheaded Arkanian Starfighter Ace.

ARKANIAN

Cold, calculating, and absolutely certain of their natural superiority to other species in the galaxy, the white-haired Arkanians are recognized across countless star systems for both their advanced bioengineering and their massive egos. This near-human species has been a part of galactic society for thousands of years and in that time has elevated genetic engineering from a science to an art form. Countless centuries of medical experimentation and efforts to stay on the cutting edge of biotechnology led the Arkanians to develop laboratory-created genetic offshoots of their own people; they regard these offshoots as lesser shadows of themselves or even slaves. Arkanians do not see themselves

A QUESTION OF MORALITY

Arkanian pride, though certainly inflated, is not without some merit. Arkanians are masters of genetic technology and bioengineering. In addition to mastering cutting-edge techniques of sentient breeding, their advancements have led to some of the galaxy's most effective biological weapons—all of which they are willing to sell to the highest bidder.

This arrogant pragmatism has led to the perception that Arkanians have no moral qualms with their technology being sold to nefarious clients and being used in galactic atrocities. However, a significant minority of the Arkanian people do hold a great moral objection to their advancements being used to commit such horrible crimes. These Arkanians hold to the belief that once physiological and technological perfection has been achieved, one must also achieve moral perfection to become a perfect being.

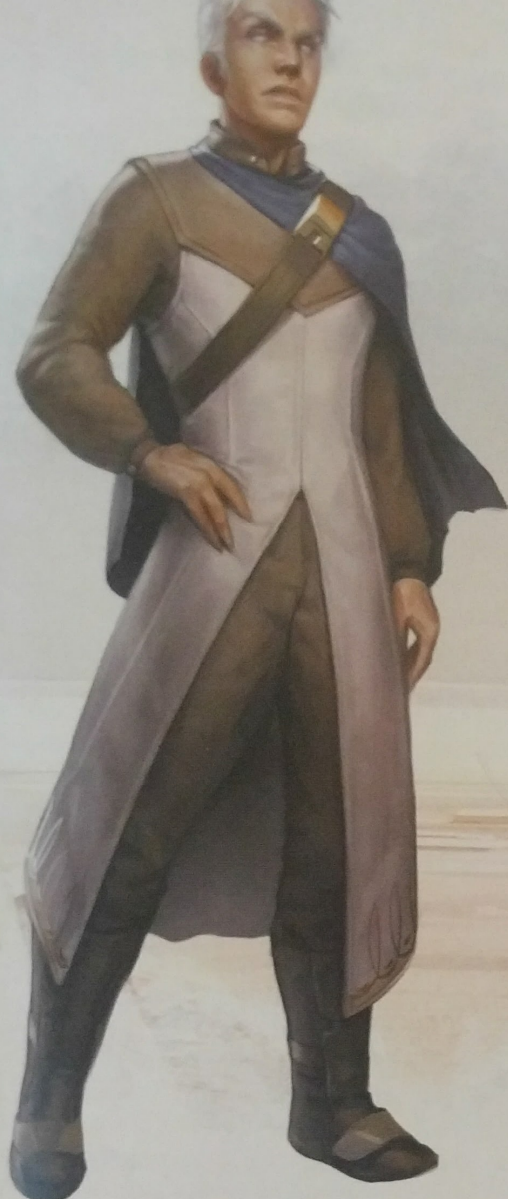
as brutal or ruthless because of this. They believe they are simply a pragmatic society, doing what is necessary to build upon generations of scientific knowledge in an effort to achieve absolute genetic perfection.

Physiology: Arkanians resemble humans in most respects, save for their pale white eyes and fingers that end in claw-like nails of the same coloring. Both of these features are a point of pride to Arkanians, who see them as signs of genetic purity. Arkanians are tall and lean, with chiseled features and well-defined muscles. Hair color varies, with white being the most common. Arkanians are long-lived compared to humans; most live for at least a century and spend over fifty years of their life in a state of prime health. This is seen as further proof of both their inherent superiority and their mastery of genetic science. Arkanians have keen vision and are capable of seeing into the infrared spectrum, though this has led to visual sensitivity that requires them to wear polarized lenses or blinders in certain environments.

Arkanian Offshoots are bred in great variety as living experiments, though such beings are not regarded as "true Arkanians." They typically live a brief life of servitude to their pure-blooded masters, with no hope of being regarded as anything more than a slave or pet.

Society: The people of Arkania live in a rigid caste system. Those whose blood shows itself to be pure are held in veneration, while members of their species showing any signs of weakness or flaws are looked down upon. In addition to maintaining physical perfection, Arkanians are expected to have sharp, logical minds. Most Arkanians are well versed in academic and scientific matters, with a particular focus in medicine and genetics. Perhaps due to their natural arrogance, Arkanians expect subservience and respect from outsiders. Non-Arkanians need to recognize Arkanian superiority.

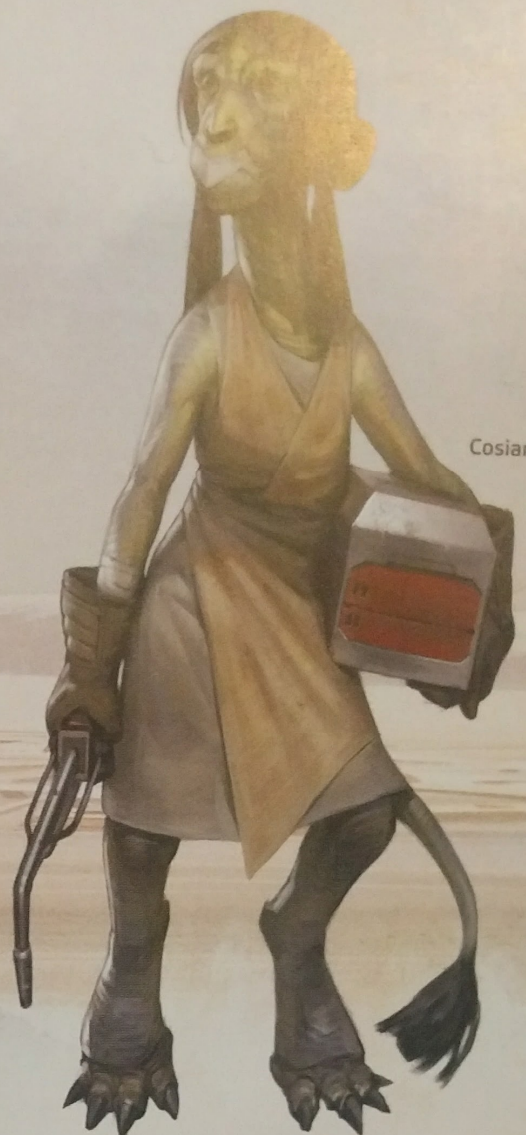
Homeworld: A vast, icy tundra covers most of the Arkanian homeworld of Arkania. Ceaseless howling winds buffet the surface, making life upon it almost impossible. Instead, Arkanians live deep underground in vast networks of tunnels and caves. Heat is drawn from the planet's core and filtered



Arkanian



Pau'an



Cosian

through these caverns, which provide all the modern amenities to those Arkanians worthy enough to receive them. Vast mines supply beautiful and valuable diamonds, sought by wealthy nobles and aristocrats from across the galaxy. These mines are tended to by Arkanian Offshoots and other lesser beings, while pure Arkanians tend to matters of scientific advancement.

There are a handful of surface settlements on Arkania, though they are enclosed to seal out environmental hazards. Many of these cities host the great estates of particularly wealthy Arkanian diamond traders, as well as bazaars and marketplaces where everything from sparkling diamonds to cutting-edge technology can be purchased.

Language: Arkanians have long spoken a native language of the same name. Arkanians learn Basic in order to communicate with the galaxy at large, and it is expected that all Arkanians speak this language with perfect fluency by childhood.

Perception of the Force: Arkanians who show strength in the Force often take an analytical view of the matter, seeking to investigate and experiment with it in order to achieve a perfect understanding. The Jedi Order had a surprising number of Arkanian Knights and Masters before its fall, many of whom slowly came to realize that the perfection of life

lay not in science alone, but in understanding of the Force and compassion alongside more concrete observations. This led many Force-sensitive Arkanians to adopt what seems to be an atypical approach when encountering other species—treating them with kindness and respect. In truth, they are simply seeking a new kind of Arkanian perfection.

SPECIES ABILITIES

2	2	3	2	2	1
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 10 + Willpower
- **Starting Experience:** 100 XP
- **Special Abilities:** Arkanians begin the game with one rank in Medicine. They still cannot train Medicine above rank 2 during character creation.
- **Dark Vision:** When making skill checks, Arkanians remove up to ■■ due to darkness.

COSIAN

Soft-spoken and genial, the reptilian Cosians are seen as harmless or even befuddled by most who encounter them. Their shuffling gait and hunched posture combine with a soft voice and gentle demeanor to create the image of an elderly, even helpless or senile species—but nothing could be further from the truth. Cosians are shrewd thinkers with sharp minds and keen powers of observation. Those seeking wisdom often turn to a Cosian for advice, which is kindly given—though only when asked for; patience is a central virtue to them, and they often keep their judgments to themselves. When Cosians do make their way into the larger galaxy, it is often as curious observers and eager students. Their eyes brighten and their step quickens when encountering new beings or exploring unknown places. This can create a paradoxical sense of both childlike wonder and aged wisdom. To Cosians, any beings foolish enough to believe they have learned all the galaxy has to offer are doing themselves a great disservice. Cosians take each day as it comes, ready to appreciate all the subtle originality it has to offer.

Physiology: Though they walk with a bent posture upon two clawed feet, when Cosians rise to their full height, they typically stand at around 1.8 meters tall due to the long neck that rises from their broad-shouldered back. Scales ranging from dusky gray-green to bright emerald cover their body, often fading with age. Both their head and long tail are crowned with tufts of hair, which can vary in color from midnight blue to silvery white. Their long faces end in a beaked mouth capped with a broad nose. Their large eyes are orange or yellow, ringed in bony ridges; they have the unique trait of blinking with eyelids that rise up from the bottom of their sockets. As they age, many Cosians grow a great beard of long white down from their beaked chin. The Nu-Cosian sub-species does not have the more common beaked mouth and walks in an almost completely hunched manner, but is capable of carrying great loads of weight upon its strong back. It is otherwise similar to its more common cousin.

Longer-lived than most other sentient species of the galaxy, Cosians are capable of reaching up to two hundred years of age. As they age, the color fades from their hair and scales and they begin to move more slowly, though they are still capable of great speeds in times of need. Because of their reptilian nature, Cosians adapt well to many environments. This makes them eager and hardy travelers capable of enduring extreme temperatures, though the cold does tend to bother them if exposure is prolonged.

Society: Curiosity is of supreme importance to Cosians. They value learning for its own sake, and most are expected to choose an area of focused study early in their lifetime. This love of education is cultivated by Cosian elders, who encourage the young to seek wisdom in the experiences of others. By asking others about their experiences, Cosians gain both a sense of the galaxy at large and a respect for the wisdom of their elders. Older Cosians are held in the highest esteem by their communities, and each village is ruled by a council of the eldest living villagers. These elders are consulted when disputes arise. Although their word is often considered the final say in such matters, most elders encourage

young Cosians to resolve their own conflicts through insight, introspection, and patient contemplation.

Children are equally valued by Cosians for an insight unfettered by experience. A child's unique view on a situation is seen as a gift to all Cosian people, and while elders are respected, it is the young who are cherished. When a clutch of Cosian eggs hatch, the village usually holds a great celebration as new life and wisdom are brought into the world.

Homeworld: The verdant world of Cosia is found in the Deep Core. The only inhabited planet in the system of the same name, Cosia orbits a single star. It plays host to twin moons, Tebu and Tabu, which can be clearly seen in the night sky. The surface of Cosia is filled with massive trees set upon fields of seemingly endless rolling hills. The branches of the cosa tree produces palm leaves over one hundred meters in length. Cosia teems with wildlife ranging from insects with bright carapaces and wings to vicious predators that stalk the forest floor. Cosians are the only native sentient life. They make their home in villages built into the sides of the great cosa trees, rising high into the sky. These homes and halls are connected by winding stairs made of finely carved wood and walkways made of etched planks and cultivated vines.

Each village operates independently, so Cosia has no formal capital. The largest settlement, Nu-Cosa, is home to several thousand Cosians. Technology is integrated seamlessly with each village's natural beauty, providing Cosians with many of the trappings available on most modern planets across the galaxy. However, Cosians have no formal starport of their own. Instead, several small starports and landing strips established by outsiders dot the landscape. The largest rises like a great industrial scar from the woodlands a few miles from Nu-Cosa and hosts the planet's Imperial occupiers.

Language: Cosians speak a trilling, chirping language aptly called Cosian. It mingles easily with the wild sounds of their homeworld and is often mistaken for the vocalizations of the planet's native avians. Cosians are natural linguists, easily and eagerly learning Basic and other languages. This allows them to communicate with and explore the galaxy more readily. Many Cosians believe that when one understands

LIVING IN ISOLATION

Cosians were early members of the Republic, believing its diversity and desire to resolve matters diplomatically aligned with their own values. In spite of this, their villages remained nearly untouched by galactic technology. Instead, they allowed for the construction of a few Republic starports well outside the bounds of their settlements so they could both maintain their society and benefit from the new ideas brought by the Republic. Under the Galactic Empire, the Cosian people have become quite isolationist, hoping to avoid the influence of Imperial dogma by clinging to their traditions and hoping for the day when respect for diversity will return to the galaxy.

the vocabulary of another species, one can more easily understand its nature. Many Cosians have a fondness for the languages of birds and beasts, learning bird calls and animal growls with an uncanny proficiency.

Perception of the Force: Cosians recognize the Force and rejoice when one of their people is shown to be gifted with it. For a Cosian, the Force offers both an opportunity for deeper understanding of all living beings in the galaxy and a chance for exploration denied to many of their kind. In the days of the Jedi Order, more than a few Cosians rose to the rank of Knight or even Master and were valued as teachers and instructors for their ability to remain open to the infinite nature of the Force. Cosians maintain an open-minded, childlike simplicity even into old age. While this meant many Force-sensitive Cosians were natural Consulars or Mystics, some became fierce Guardians who sought to protect and aid younglings and Padawans.

SPECIES ABILITIES

1	2	3	2	2	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 10 + Brawn
- **Strain Threshold:** 11 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Cosians begin the game with one rank in Knowledge (Lore). They still cannot train Knowledge (Lore) above rank 2 during character creation.
- **Strong Backed:** All Cosians have an encumbrance threshold of 10 + Brawn.

PAU'AN

Gaunt, ghoulish, and towering over most other sentient species of the galaxy, Pau'ans are easily recognizable by their intimidating presence. Their ferocious features, combined with the remote location of their homeworld of Utapau, used to mean that few Pau'ans were found in galactic society. However, after the Clone Wars, the Empire claimed Utapau for itself. Most Pau'ans left the planet, fleeing to all corners of the galaxy. Now, decades later, nomadic clans of Pau'ans wander the hyperlanes, looking for a place to call home. Unfortunately, in a galaxy consumed by war, few worlds are willing to take in hordes of refugees; the Pau'ans rarely stay in one place for long.

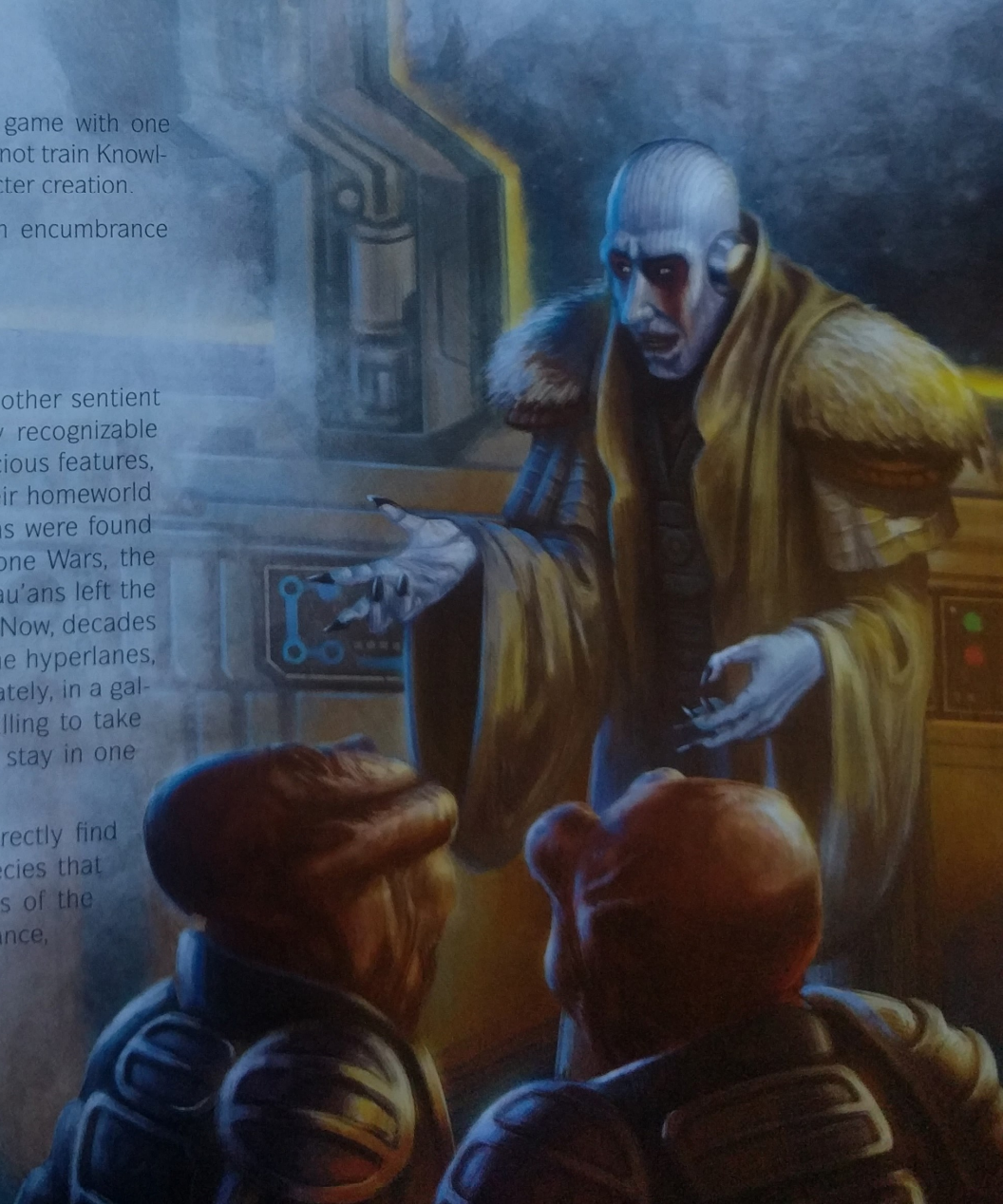
Those who do interact with Pau'ans directly find them to be surprisingly friendly for a species that has been so badly wronged at the hands of the Empire. Beyond their frightening appearance, Pau'ans tend to be soft-spoken, diplomatic, and quite amicable. Whether this is an inherent trait of the species or a conscious effort on the part of the Pau'ans is unknown, but their desire to treat those they encounter with dignity and respect makes

them excellent diplomats and negotiators. Now that Pau'ans live as displaced nomads, these skills help avoid hostilities and keep their clans safe from harm.

Physiology: Pau'ans tower over most other sentient beings of the galaxy and typically stand at a height of two meters. They are lean and gaunt, with sharp features and long limbs. Elongated fingers end in sharp, clawlike nails. Their bodies are hairless, with gray skin and deep-set eyes rimmed in red. Their appearance is that of a predator and instantly strikes fear into most other beings. This is accentuated by a lipless mouth filled with a row of sharp fangs.

Pau'ans have extremely sensitive hearing and typically wear circular coverings over their small ears to provide protection from high volumes. They wear this protection at all times. Loud noises, such as sudden explosions or the din of music blasting from cantina speakers, tend to make them uncomfortable or even cause them pain if they are unprotected. Countless generations of living in the dark underground cities of Utapau have provided them with sharpened vision as well, allowing them see with ease in all but pitch darkness.

Pau'ans are sometimes called "The Ancients," due to their extraordinarily long lifespans. They are capable of living seven hundred years or more. By some accounts there are a few Pau'ans who have lived over a thousand years.



Society: While still on Utapau, Pau'ans coexisted with another species, the diminutive laborers known as the Utai. The Pau'ans acted as administrators while the Utai served as the planet's workforce. Though there was a clear divide between the two species, and though the Pau'ans occupied the leadership position, the Pau'ans did not view themselves as superior to the Utai. They took their roles very seriously and recognized that both halves of their society were equally important to the prosperity of Utapau.

Now, with the Pau'ans' exile from their homeworld, that symbiotic relationship has been thrown into turmoil. Pau'ans no longer live alongside Utai; most are unsure what happened to their former neighbors after the Imperial occupation, and information out of Utapau is scant at best.

Much like the few surviving citizens of Alderaan, Pau'ans have tried their best to maintain their ancient culture in the face of a barrage of influences from the rest of the galaxy. This, combined with their already conservative nature, means many of the wandering clans have grown increasingly insular over the years. To enter a clan encampment or board a Pau'an ship is to step into a small, carefully preserved slice of Utapau. Many Pau'ans go so far as to dim the lights and cover the walls in gray and tan hangings to simulate the feeling of being below the surface of a planet. Unfortunately, this self-imposed isolation has only made it harder for clans to gain acceptance on a world for any length of time.

Homeworld: The planet of Utapau is located in the far reaches of the Outer Rim Territories, in the Tarabba sector. The planet's rocky, arid surface is constantly buffeted by ceaseless winds of prodigious strength. Nine moons orbit Utapau and are likely the cause of these great windstorms. Deep fissures and sinkholes dot the planet's surface like pockmarks; many reach to the very heart of Utapau, touching the planet's metallic core. It was in these sinkholes that both the Pau'ans and Utai made their homes, carving endless passages into the rocky walls, where they mined veins of ore and drew water from great underground seas.

Now, Imperial fortifications dot the surface of the planet and guard the entrances to the sinkholes. What goes on below is unknown.

Language: The Pau'an language (simply called "Pau'an") further enforces the species' predatory appearance. It is spoken in a low, whispering hiss not commonly encountered by offworlders. It can seem muted to other species but comes across as gentle and pleasing to the sensitive auditory organs of the Pau'ans. To outsiders, it sounds like the long warning of some serpentine beast, rising and falling in volume at what seem to be random intervals. Unlike in Basic, words are not broken by moments of silence. Pau'ans convey a complex idea in a single prolonged sound. Pau'ans are quite capable of speaking Basic. Though their elongated teeth mean they speak it with a bit of a lisp, they recognize the importance of its universality for communicating with and understanding other beings in the galaxy.

WHISPERS AND RUMORS



The Pau'an clans of the diaspora have tried to remain in contact with one another whenever possible. Fortunately, even in a period of civil war, the galaxy maintains a web of communications through the HoloNet and fleets of private and corporate courier vessels. Clans often arrange to be on the same world at the same time in order to swap stories, trade, and reunite with long-lost friends and family members.

This makes the Pau'an clans a valuable source of clandestine information. Though Pau'ans' insular nature means they are unwilling to talk with outsiders, those who gain their trust can learn interesting secrets that have been passed from clan to clan.

Perception of the Force: It was once believed that the first Jedi Temple was built on Utapau, though neither the Pau'ans nor the Utai have found any evidence in support of this. In the days of the Republic, the Jedi Order did take the occasional Pau'an into service, however. The Pau'an desire for diplomacy and understanding means that those who are strong in the Force often recognize it as evidence of a core truth that connects all beings. Pau'an Force users typically sense the deeper connections in the present moment, concerning themselves less with the past or the future. As such, they often seem to have a kind of serene detachment. This, combined with their frightening appearance, can unnerve some—but these Pau'ans are simply drawing upon the Force to find the great truth that unites all beings. Because of this, Pau'ans make excellent Consulars and Mystics, though it is said that in the days of the Republic some Pau'ans became Sentinels and even Temple Guards who fought with a disconcerting serenity.

SPECIES ABILITIES

1	2	2	2	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE

- **Wound Threshold:** 12 + Brawn
- **Strain Threshold:** 8 + Willpower
- **Starting Experience:** 95 XP
- **Special Abilities:** Pau'ans begin the game with one rank in Negotiation or Coercion. They still cannot train Negotiation or Coercion above rank 2 during character creation.
- **Sensitive Hearing:** Pau'ans add  to all Perception and Vigilance checks they make as long as they are wearing their protective earpieces. If they are not wearing these earpieces, they do not gain the bonus, and they add  to Perception and Vigilance checks they make instead.

NEW SPECIALIZATIONS

Each career in the **FORCE AND DESTINY** Core Rulebook includes three specializations, offering players a wide range of options during character creation. **DISCIPLES OF HARMONY** introduces three new specializations for players who choose the Consular career: Arbiter, Ascetic, and Teacher. Each new specialization includes an original talent tree reflecting the development and unique abilities of these new character types.

The three new specializations are available to any character who chooses the Consular career; the player may select one as the character's first specialization or purchase one or more as additional specializations later on (following all the rules for purchasing additional specializations detailed on page 103 of the **FORCE AND DESTINY** Core Rulebook). As with the specializations in the **FORCE AND DESTINY** Core Rulebook, characters in other careers can spend experience points to acquire any of these specializations during the campaign as non-career specializations, following the rules found on page 103 in the **FORCE AND DESTINY** Core Rulebook. Character progression in *Force and Destiny* is dynamic and swift enough that these new specializations can be easily and cleanly inserted into an ongoing campaign.

OBTAINING NEW SPECIALIZATIONS

Acquiring a new specialization can be a great opportunity for roleplaying as a player's character develops and grows through the course of a campaign. Rather than being simply a matter of collecting and spending XP, attaining a new specialization should reflect the character's evolving situation, goals, and motivations. Sometimes, rising to a new challenge can be more rewarding than consciously tailoring a character's development to an existing plan.

For instance, players may find their characters attempting actions outside their current limitations, either through the flow of the campaign's narrative or through a widening of their own areas of interest. If this continues to happen, such players may decide that obtaining a new specialization could reflect the growth of their character in the face of these new challenges. By spending the XP on a new specialization, the players formalize the exploration of a new facet of their character. The acquisition of an additional specialization can be seen as a turning point in a character's life, whether the character is embracing some new role, expanding focus and commitment within the campaign, or consciously deciding to step beyond the character's comfort zone within the developing narrative.

While a character could attempt to learn these new skills in any number of ways, from reading datapads to watching training holovids, a far more interesting and dynamic way is to find a suitably experienced teacher within the story of the campaign. The search for such a teacher, and the training that teacher can provide, can easily become an interesting and engaging part of the ongoing narrative. Roleplaying a character's trials and tribulations in training can serve to bring together the story of the campaign and the mechanical aspects of character development.

However, if players do not wish to explore this route, or if time or inclination pushes the group down a different path during play sessions, the acquisition of new specializations can easily be assumed to have happened during interludes between sessions. Even if the players decide to handle obtaining new specializations this way, they should still fill in some of the details of the training. Knowing how a character gained the temperament and skills of an Arbiter, rather than just writing the new statistics on the character record sheet, reinforces the depth and realism of the campaign, and helps to bring the galaxy to life. Knowing that a character in your party learned to be a Teacher at the knee of a mysterious, mystical figure on a distant world isolated from the Empire might open up all sorts of narrative opportunities for future adventures.

NEW SPECIALIZATION OPTIONS

The **Arbiter** is an excellent choice for a Player Character who wishes to take direct action in the galaxy while making every effort to avoid violence and threats. Arbiters keenly feel the bite of injustice and seek to bring peace and understanding to friends and foes alike, knowing that only through fairness and harmony can a true balance be achieved. The Arbiter talent tree provides Arbiters with all the tools they need to take an active, constructive role in the galaxy. Any group seeking to work in a conflict zone will find an Arbiter's skill at discerning the root causes of local trouble and developing a path of peace through negotiation and compromise to be an asset.

The **Ascetic** specialization suits characters who have decided to turn their back on the chaos and noise of the galaxy, trying to find peace and harmony by eschewing worldly goods and practicing quiet contemplation. Ascetics seek to quiet their inner demons, or the clashing demands of daily life, by setting themselves apart from their peers and denying themselves many of the comforts of civilized living. Through this exercise in discipline and hardship, Ascetics may gain a great store of insight and inner strength. When venturing into the wild, inhospitable corners of the galaxy, an Ascetic has several innate advantages, having learned to make do with less while gaining the strength and versatility to deal with almost any difficulties that might arise.

Having achieved a deep and abiding understanding of the galaxy around them, **Teachers** have felt a drive to rejoin the galaxy at large and impart their hard-won wisdom and knowledge to another generation of gifted, enlightened students. The Teacher specialization is the perfect choice for a player wishing to support the group; its talent tree offers many options for boosting existing skills and learning new ones. Teachers have, over the course of their life, proven themselves to be fast learners. They can often see advantage or opportunity in the skills and talents exhibited by others. Teachers have the opportunity to pick up a wide variety of skills and has the ability to pass along these skills to the other members of the group. The accumulated wisdom and knowledge of a lifetime's search for knowledge is priceless when spread among the rising generation.

THE OPEN HAND

An Arbiter knows that often, no matter how hopeless a situation appears, a path to enlightenment and balance can be achieved through perseverance and negotiation. An Arbiter channels the nonviolent tendencies of the Consular into

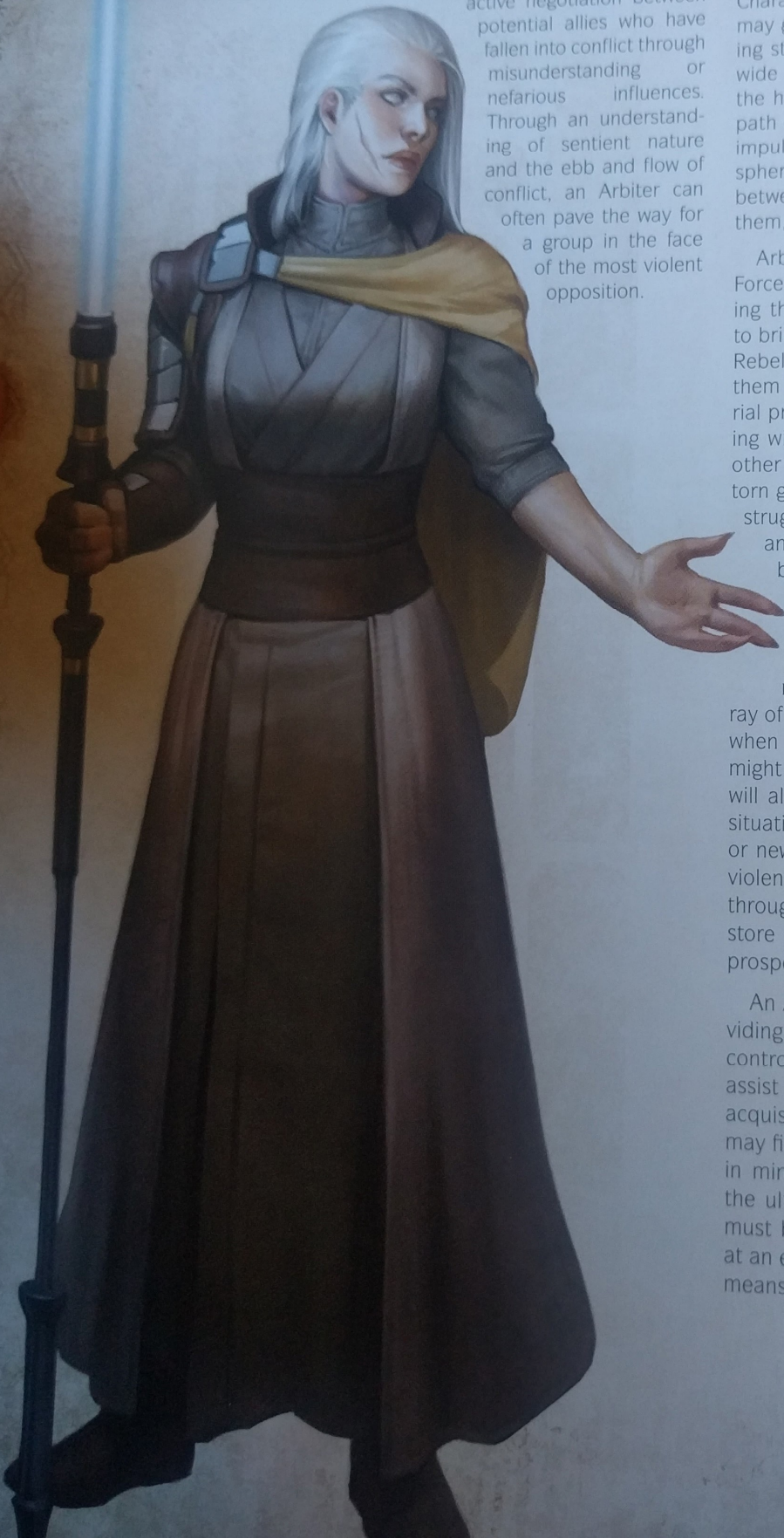
active negotiation between potential allies who have fallen into conflict through misunderstanding or nefarious influences. Through an understanding of sentient nature and the ebb and flow of conflict, an Arbiter can often pave the way for a group in the face of the most violent opposition.

The additional career skills for an Arbiter are **Knowledge (Xenology)**, **Lightsaber**, **Negotiation**, and **Perception**. Characters who select this as their starting specialization may gain one free rank in two of these skills without spending starting experience. The career path of a Consular is a wide and varied one leading in such directions as those of the healer, student, or mystic. The Arbiter has chosen the path of the negotiator and peacemaker, following an innate impulse to seek peace and balance in the heated atmosphere of conflict and confusion. An Arbiter is able to stand between two foes, see to the heart of the conflict between them, and bring calmness and reconciliation to the situation.

Arbiters are born negotiators. Whether fully aware of their Force powers or not, they tend to find themselves following the career paths of diplomats and mediators, seeking to bring peace to the galaxy. Some Consulars work with the Rebel Alliance, finding like-minded societies and bringing them into the Rebel fold or helping them to overcome Imperial pressure. However, many do their work in secret, laboring with a wide variety of corporations, organizations, and other groups to help bring harmony and tranquility to a war-torn galaxy. Arbiters see the ebb and flow of pressures and struggles and instinctively sense the fault lines of thought and belief that perpetuate the violence and conflict bred by miscommunication and misunderstanding. Arbiters seek to bring balance to the galaxy through negotiation and reconciliation.

The Arbiter understands the importance of calmness, respect, and tact while dealing with a diverse array of possible allies and potential enemies. Although many, when confronted with injustice or intransigent negativity, might reach for their lightsaber, an Arbiter's first recourse will always be discussion and negotiation. When the local situation looks completely hopeless, when ancient grudges or new transgressions threaten to tear a system down into violence and chaos, an Arbiter will be able to find a path through the bedlam, to see a course of action that will restore peace and create an environment conducive to the prosperity and contentment of all.

An Arbiter is skilled in acting as the face of a group, providing an interface between the group and the authorities controlling its current area of operation. An Arbiter can assist her group with social interactions, negotiations, and acquisitions, opening doors that less diplomatic characters may find indelibly closed. The Arbiter must at all times keep in mind the greater scope of her duties. Peace is always the ultimate goal, but there is often a bigger picture that must be considered. And when the time for negotiation is at an end, even Consulars must be ready to use more direct means, no matter how regretful they may be.



CONSULAR: Arbiter

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation
Additional Career Skills: Knowledge (Xenology), Lightsaber, Negotiation, Perception

ACTIVE

PASSIVE



FORCE TALENT

SENSE EMOTIONS

Add to all Charm, Coercion, and Deception checks unless the target is immune to Force powers.

COST 5

SAVVY NEGOTIATOR

Remove per rank of Savvy Negotiator from all Negotiation and Streetwise checks.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

NOBODY'S FOOL

May upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.

COST 5

GRIT

Gain +1 strain threshold.

COST 10

CONGENIAL

May suffer a number of strain to downgrade difficulty of Charm or Negotiation checks or upgrade difficulty when targeted by Charm or Negotiation checks, by an equal number. Strain suffered this way cannot exceed ranks in Congenial.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 10

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 10

SAVVY NEGOTIATOR

Remove per rank of Savvy Negotiator from all Negotiation and Streetwise checks.

COST 15

NOBODY'S FOOL

May upgrade difficulty of incoming Charm, Coercion, and Deception checks once per rank of Nobody's Fool.

COST 15

PARRY

When hit by a melee attack, suffer 3 strain to reduce damage by 2 plus ranks in Parry.

COST 15

IMPROVED SUNDER

Each spent to activate a weapon's Sunder quality damages an item two steps, instead of one.

COST 15

CALMING AURA

When an opponent targets character with a Force power, reduce generated by 1.

COST 20

CRUCIAL POINT

Once per session, the character may introduce to negotiations one potential concession that an opponent will do nearly anything to obtain.

COST 20

SAVVY NEGOTIATOR

Remove per rank of Savvy Negotiator from all Negotiation and Streetwise checks.

COST 20

REFLECT

When hit by a ranged attack, suffer 3 strain to reduce damage by 2 plus ranks in Reflect.

COST 20

FORCE RATING

Gain +1 Force rating.

COST 25

IMPROVED SAVVY NEGOTIATOR

Make a **Hard** (♦♦♦) **Negotiation** check to convince one bystander per rank of Savvy Negotiator to see one of an opponent's points as maliciously unreasonable.

COST 25

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

AGGRESSIVE NEGOTIATIONS

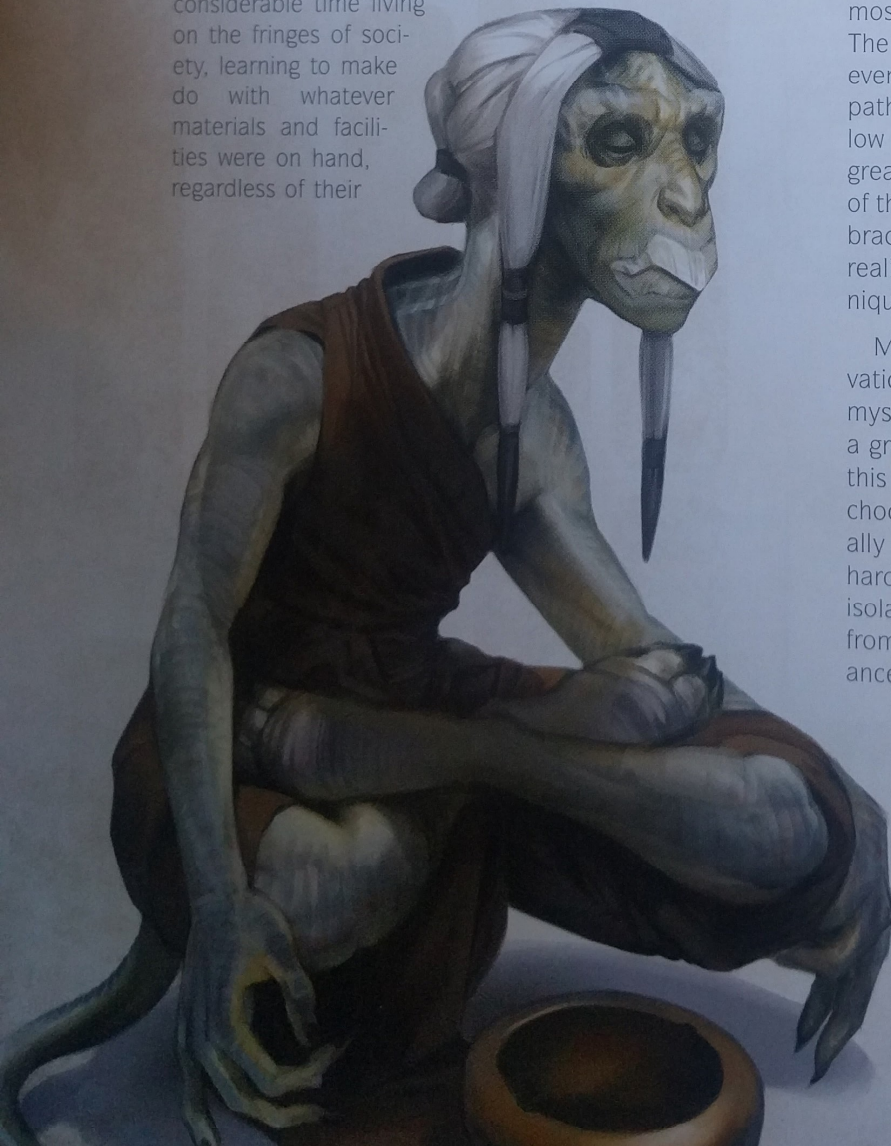
Once per session, perform a **Hard** (♦♦♦) **Lightsaber** check to decrease the difficulty of all Negotiation checks for the rest of the encounter by 2.

COST 25

There are many paths that might lead one to the role of Ascetic. Whether they are particularly sensitive and seek seclusion to contend with some failure that haunts their steps or wish to contemplate the greater role of the Force in the galaxy at large, Ascetics are individuals driven to a calmer, more contemplative approach to their life, their needs, and their place in the galaxy. They do not seek to gather credits, possessions, or laurels, but rather judge their worth by the depth of their understanding of and communion with the Force.


THE QUIET MIND

Ascetics receive **Athletics, Discipline, Resilience, and Vigilance** as additional career skills. Characters who select this as their starting specialization may choose two of these skills and gain one free rank in each without spending starting experience. While most Consulars focus on the acquisition of helpful skills and abilities, Ascetics concentrate on honing their own mind to a razor focus. As a result, they are likely to have a higher strain threshold than any other Consular specialization, and they have the versatility to work their way through almost any difficulty. An Ascetic has spent a considerable time living on the fringes of society, learning to make do with whatever materials and facilities were on hand, regardless of their



TALENTS WITH CONFLICT COSTS

Certain talents give the Player Character who possesses them Conflict at the beginning of each session. The knowledge associated with these talents is dark enough that simply understanding it can tempt a PC to the dark side. These talents are delineated with the following symbol in their header:

■ TALENT NAME 

apparent functionality or crude construction. Ascetics may be out of practice in social interactions and interpersonal communication, but the awareness and resilience they have gained through their trials, as well as the physical strength their chosen path has earned them, can be invaluable to a group when more refined, civilized plans have failed.

An Ascetic may be found almost anywhere, from the urban wastelands and undercities of the Core Worlds to the most inhospitable and isolated corners of the Outer Rim. The distractions and demands of the outside world can jar even the most focused, powerful minds from the spiritual path. Those who retreat from the noise and the chaos follow the path of the Ascetic. There are times when even the greatest must set themselves apart, focusing on the spheres of the spirit and the mind to the exclusion of all else. By embracing isolation and hardship, many Consulars are able to realize levels of potential that more mundane training techniques could never unleash.

Many Ascetics have chosen their lonely path of deprivation and meditation to plumb the depths of a specific mystery, a troubling event in the balance of the galaxy, or a great personal failing. The growth made possible through this introspection and self-denial means that when Ascetics choose to emerge from their self-imposed exile, they are ideally suited to confront any situation, with the adaptability of hard-won experience. Often Consulars will surface from such isolation to take up a particular cause or purpose, driven from quiet contemplation of the galaxy by a troubling imbalance sensed from the depths of their serenity.

The Ascetic can well prove to be one of the most versatile characters in his group. Between his high strain threshold, demanding physical training, and versatility bred through voluntary deprivation, an Ascetic can often provide flexible, insightful leadership to his group. Although perhaps lacking in some of the more subtle social skills of other Consulars, an Ascetic knows that meditation on the Force can only take one so far. The knowledge earned through such rigorous contemplation must eventually be put to use in the galaxy at large, either through teaching or direct action, to better bring balance to the Force.

CONSULAR: Ascetic

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation
Additional Career Skills: Athletics, Discipline, Resilience, Vigilance

ACTIVE

PASSIVE

FORCE TALENT

PHYSICAL TRAINING

Add per rank of Physical Training to Athletics and Resilience checks.

COST 5

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

GRIT

Gain +1 strain threshold.

COST 5

GRIT

Gain +1 strain threshold.

COST 10

FORCE PROTECTION

Perform the Force Protection maneuver; suffer 1 strain and commit up to ranks of Force Protection. Increase soak by number of committed until beginning of next turn. Suffer 1 strain every turn remains committed.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

GO WITHOUT

Once per session, the character counts as having the right tools for the job when making a skill check.

COST 10

MEDITATIVE TRANCE

When suffocating (see **FORCE AND DESTINY** Core Rulebook, page 221), the character suffers 1 strain each round instead of 3. When exposed to vacuum, the character suffers 1 wound each round instead of 3.

COST 15

SLIPPERY MINDED

If under the effects of a Force power, perform the Slippery Minded action; make a **Hard** (◆◆◆) **Deception** check to immediately end effects of power.

COST 15

INTENSE FOCUS

Perform Intense Focus maneuver; suffer 1 strain and upgrade the ability of the next skill check once.

COST 15

PHYSICAL TRAINING

Add per rank of Physical Training to Athletics and Resilience checks.

COST 15

CONFIDENCE

May decrease difficulty of Discipline checks to avoid fear by 1 per rank of Confidence.

COST 20

MIND BLEED

When attacked, the character may choose to suffer strain no greater than the number of wounds suffered from the attack. If he does so, the attacker then suffers a number of wounds equal to the strain suffered by the character.

COST 20

FORCE PROTECTION

Perform the Force Protection maneuver; suffer 1 strain and commit up to ranks of Force Protection. Increase soak by number of committed until beginning of next turn. Suffer 1 strain every turn remains committed.

COST 20

IRON SOUL

When carrying items that total 2 encumbrance or less, at the end of each encounter, heal all strain the character is suffering.

COST 20

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

GRIT

Gain +1 strain threshold.

COST 25

EMPTY SOUL

If the character is carrying items that total 2 encumbrance or less, add to Force power checks.

COST 25

FORCE RATING

Gain +1 Force rating.

COST 25

There comes a time in the life of most who feel the draw of the Force when they decide that they can best serve the galaxy by passing along the accumulated knowledge and wisdom of their lifetime. Whether they have been classically trained in one of the ancient disciplines, have pursued a more mundane education in an academy or conservatory, or are self-taught through innate discipline and drive, Teachers now seek to assist others in gaining the training and enlightenment they have accrued. Through the efforts of Teachers, their allies can attain greater abilities and assets than they would have alone.

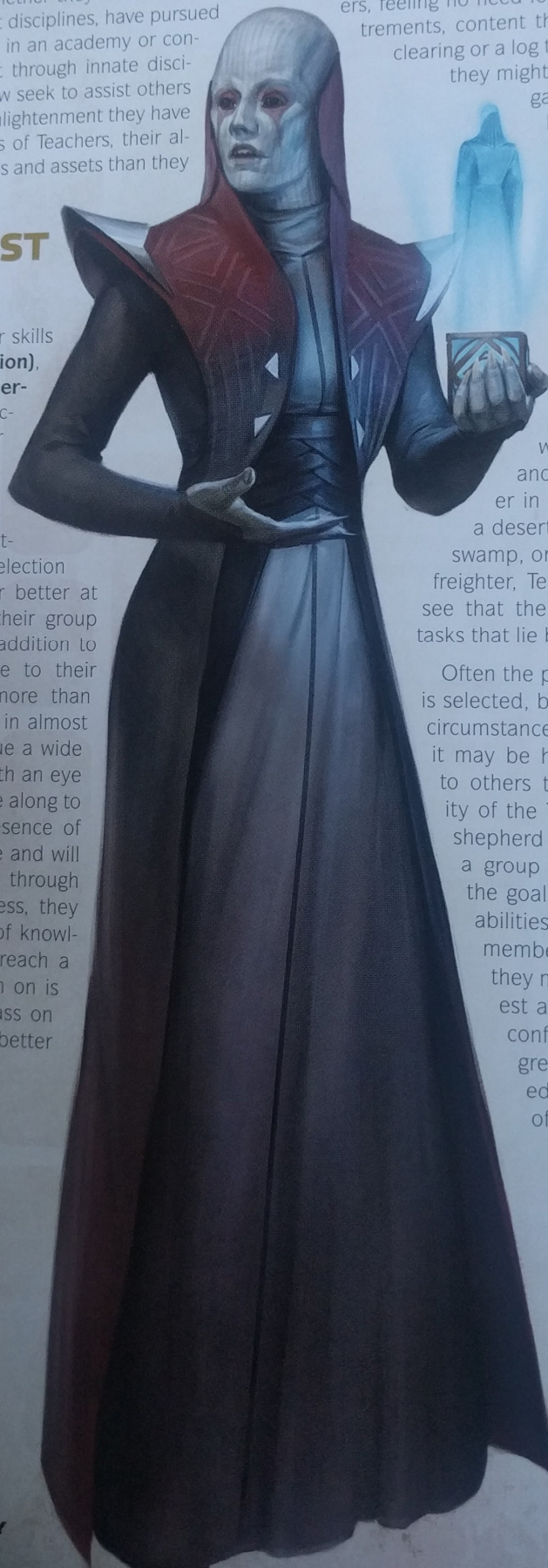
THE GREATEST GIFT

A Teacher's additional career skills are **Knowledge (Education)**, **Knowledge (Lore)**, **Leadership** and **Perception**. Characters who select this as their starting specialization may choose two of these skills and gain one free rank in each, without spending starting experience. Given their selection of skills, Teachers will be far better at enhancing the potential of their group than any other Consular. In addition to providing valuable assistance to their companions, Teachers are more than capable of holding their own in almost any situation. They can pursue a wide range of skills and abilities with an eye toward passing this knowledge along to others. Teachers feel the presence of the Force throughout their life and will feel the draw of many paths through the years. Through this process, they will accumulate a vast store of knowledge and experience. Many reach a point where the drive to push on is overcome by the desire to pass on their knowledge to others, to better serve the galaxy.

Some Teachers work closely with established schools and academies, perhaps echoing the techniques and traditions of the fallen Jedi Temple. Many of these work in the Outer Rim, far from the prying eyes of the Galactic Empire. Others, feeling no need for more advanced aids and accoutrements, content themselves with little more than a clearing or a log to sit their pupils upon, from which they might contemplate the mysteries of the galaxy together. Teachers are often keenly aware of their place in the scheme of life and seek to pass the peace and assurance of this knowledge on to their students, that their students may better serve their own purposes. No matter the particular goal of the moment, a Teacher will have advice and instruction to assist in its achievement.

In the course of a lifetime, any setting can turn into a classroom with a willing Teacher on one side and an apt pupil on the other. Whether in a dry, dusty hut in the middle of a desert, the sodden expanse of a humid swamp, or the cramped confines of a tramp freighter, Teachers will do what is needed to see that their students are prepared for the tasks that lie before them.

Often the path of the Teacher is not one that is selected, but one that is thrust upon one by circumstance. In the pursuit of expansive goals, it may be hard to realize that it is best left to others to achieve them, the responsibility of the Teacher being to assist them and shepherd them along. Having a Teacher in a group can be a great boon no matter the goal, given the versatility of Teachers' abilities and their capacity to assist other members of their group in any efforts they may make. When the need is greatest and a new generation must rise to confront the darkness, there can be no greater ally in the Force than knowledge passed down from the vantage of experience and understanding.



CONSULAR: Teacher

Career Skills: Cool, Discipline, Knowledge (Education), Knowledge (Lore), Leadership, Negotiation
Additional Career Skills: Knowledge (Education), Knowledge (Lore), Leadership, Perception

ACTIVE

PASSIVE

FORCE TALENT

RESEARCHER

Remove per rank of Researcher from all Knowledge checks. Researching a subject takes half the time.

COST 5

RESPECTED SCHOLAR

May downgrade difficulty of checks to interact with institutes of learning by one level per rank of Respected Scholar.

COST 5

SENSE DANGER

Once per game, remove from any 1 check.

COST 5

WELL ROUNDED

Choose any 2 skills. They permanently become career skills.

COST 5

WELL TRAVELED

Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.

COST 10

GRIT

Gain +1 strain threshold.

COST 10

NOBODY'S FOOL

May upgrade difficulty of incoming Charm, Coercion, or Deception checks once per rank of Nobody's Fool.

COST 10

ENCOURAGING WORDS

After an engaged ally fails a check, may suffer 1 strain to assist that ally's next check this encounter as an out of turn incidental.

COST 10

TOUGHENED

Gain +2 wound threshold.

COST 15

SKILLED TEACHER

If an ally at short range has lower ranks in a skill than the character, the character may perform a Skilled Teacher incidental to suffer a number of strain no greater than ranks of Skilled Teacher, then add an equal number of to ally's next check.

COST 15

MASTER INSTRUCTOR

Once per round as an out of turn incidental, may suffer 2 strain to allow ally to use character's ranks in Discipline for next Discipline check the ally makes.

COST 15

NOW THE MASTER

Once per session, choose one talent or Force power that any character in the current encounter possesses. Gain that talent or Force power until the end of the encounter.

COST 15

IMPROVED WISE WARRIOR

When performing the Wise Warrior incidental, one ally at short range may use the same characteristic for the next combat check the ally makes before the end of the character's next turn.

COST 20

WISE WARRIOR

When making a combat check, may perform the Wise Warrior incidental; spend 1 Destiny Point and use any characteristic for the check.

COST 20

GRIT

Gain +1 strain threshold.

COST 20

ONCE A LEARNER

As an action, suffer 4 strain and let one ally within short range increase the ally's Force rating by an amount equal to the character's Force rating until the end of the round.

COST 20

DEDICATION

Gain +1 to a single characteristic. This cannot bring a characteristic above 6.

COST 25

GRIT

Gain +1 strain threshold.

COST 25

SKILLED TEACHER

If an ally at short range has lower ranks in a skill than the character, the character may perform a Skilled Teacher incidental to suffer a number of strain no greater than ranks of Skilled Teacher, then add an equal number of to ally's next check.

COST 25

FORCE RATING

Gain +1 Force rating.

COST 25

NEW TALENTS

Below is a description for each of the new talents added in **DISCIPLES OF HARMONY**. Each entry includes the information required for gameplay (see page 136 of the **FORCE AND DESTINY** Core Rulebook).

AGGRESSIVE NEGOTIATIONS

Activation: Active (Action)

Ranked: No

Trees: Arbiter

Force talent. Once per session, the character may perform the Aggressive Negotiations action; making a **Hard** (◆◆◆) **Lightsaber check**. If the character succeeds, the character decreases the difficulty of all Negotiation checks he makes for the remainder of the encounter by two to a minimum of 0.

CONGENIAL

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Trees: Arbiter

When attempting a Charm or Negotiation check, the character may suffer a number of strain to downgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Congenial. When the character is the target of a Charm or Negotiation check, the character may suffer a number of strain to upgrade the difficulty of the check a number of times equal to the strain suffered. This number cannot exceed his ranks in Congenial.

CRUCIAL POINT

Activation: Active (Incidental)

Ranked: Yes

Trees: Arbiter

Once per session during ongoing negotiations, the character may perform the Crucial Point incidental to introduce one potential concession that an opponent will do nearly anything to obtain. This can only take place during an encounter featuring the Negotiation skill. Such encounters can range from a high-level diplomatic conference to the negotiation of payment for a job, but should not include social interactions featuring other social skills such as Charm, Coercion, or Deception.

What the concession is should be up to the player and GM. It should be something that one party is willing to give up or exchange, and it should be something concrete (such as a new trade deal or the offer of a used speeder to get a deal on a new one). The lengths the other party is willing to go to are dependent on the scenario, and may range from offering a drastic decrease in price to agreeing to an immediate cease-fire in an ongoing conflict. At minimum, the difficulty of further Negotiation checks should be decreased.

At the GM's discretion, there may be some things that no reasonable sentient will do. Killing oneself to obtain a concession, selling a planet into slavery, and surrendering the Rebel Alliance to the Empire are all examples of this.

EMPTY SOUL

Activation: Passive

Ranked: No

Trees: Ascetic

Force talent. If a character is carrying items that total 2 encumbrance or less (after factoring in reductions such as for armor being worn), whenever he makes a Force power check, he adds ○● to the results.

If a character normally carries items that total more than 2 encumbrance but discards or otherwise loses those items temporarily, the GM can rule that the character still does not gain the benefits of Empty Soul.

ENCOURAGING WORDS

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Teacher

When an ally engaged with the character fails a check, the character may suffer 1 strain. If so, the character may assist the next check that ally makes this encounter as an out of turn incidental (rather than as a maneuver, as described on page 34 of the **FORCE AND DESTINY** Core Rulebook).

GO WITHOUT

Activation: Active (Incidental)

Ranked: No

Trees: Ascetic

Once per session, the character may perform the Go Without incidental. If he does, he counts as having the right tools for the job (see the **FORCE AND DESTINY** Core Rulebook, page 181) when performing the next skill check this turn.

INTENSE FOCUS

Activation: Active (Maneuver)

Ranked: No

Trees: Ascetic

Before making a skill check, the character may perform the Intense Focus maneuver. The character suffers 1 strain to upgrade the ability of the skill check once.

IRON SOUL

Activation: Passive

Ranked: No

Trees: Ascetic

If a character is carrying items that total 2 encumbrance or less (after factoring in reductions such as for armor being worn), at the end of the encounter he heals all strain that he is currently suffering.

If a character normally carries items that total more than 2 encumbrance but discards or otherwise loses those items temporarily, the GM can rule that the character still does not gain the benefits of Iron Soul.

MASTER INSTRUCTOR

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Teacher

Once per round as an out of turn incidental, the character may suffer 2 strain to allow an ally within short range to count as having the same number of ranks in the Discipline skill as the character for the next Discipline check the ally makes.

MEDITATIVE TRANCE

Activation: Passive

Ranked: No

Trees: Ascetic

Force talent. When suffocating (see the **FORCE AND DESTINY** Core Rulebook, page 221), the character suffers 1 strain each round instead of 3. When exposed to vacuum, the character suffers 1 wound each round instead of 3.

MIND BLEED

Activation: Active (Incidental, Out of Turn)

Ranked: No

Trees: Ascetic

Force talent. If a character is carrying items that total 2 encumbrance or less (after factoring in reductions such as for armor being worn) he may choose to perform the Mind Bleed incidental after a combat check targeting the character has been resolved. The character suffers a number of strain equal to the number of wounds suffered from the attack. If the character does so, the attacker suffers a number of wounds equal to the strain suffered. A character who has purchased this talent automatically gains 1 Conflict at the beginning of a game session.

NOW THE MASTER

Activation: Active (Incidental)

Ranked: No

Trees: Teacher

Once per session, the character may choose any one character in the current encounter and one talent or Force power that the target character possesses. For the remainder of the encounter, the character counts as having that talent or Force power.

If the character selects a ranked talent, he counts as having ranks in that talent equal to the number of ranks in that talent that the target possesses. If the character selects a Force power, he counts as having the same number and type of upgrades that the target possesses.

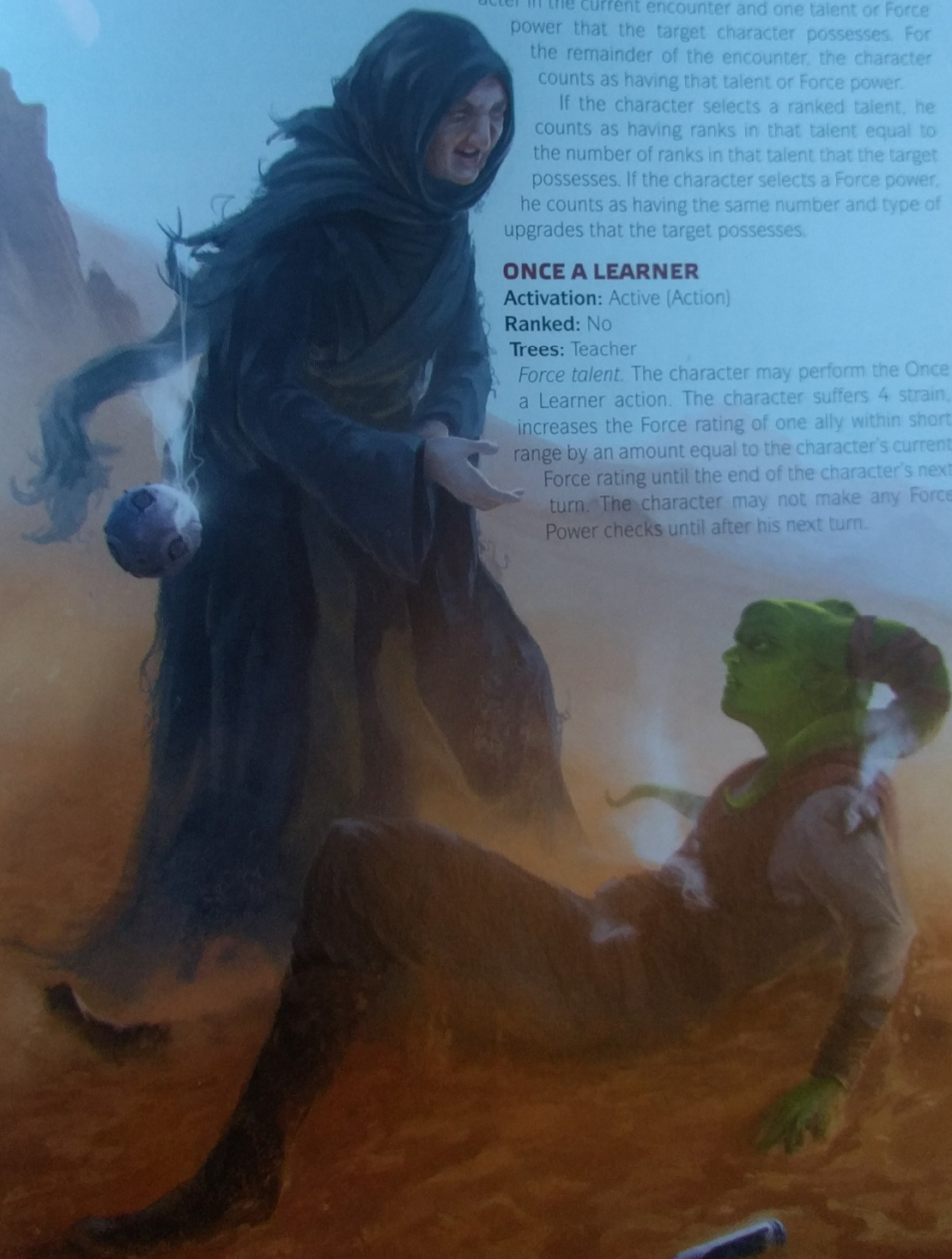
ONCE A LEARNER

Activation: Active (Action)

Ranked: No

Trees: Teacher

Force talent. The character may perform the Once a Learner action. The character suffers 4 strain, increases the Force rating of one ally within short range by an amount equal to the character's current Force rating until the end of the character's next turn. The character may not make any Force Power checks until after his next turn.




PHYSICAL TRAINING

Activation: Passive

Ranked: Yes

Trees: Ascetic


The character adds  per rank of Physical Training to his Athletics and Resilience checks.

SAVVY NEGOTIATOR

Activation: Passive

Ranked: Yes

Trees: Arbiter

The character removes  per rank of Savvy Negotiator from all Negotiation and Streetwise checks.

SAVVY NEGOTIATOR (IMPROVED)

Activation: Active (Action)

Ranked: No

Trees: Arbiter

While engaged in a debate or argument, the character may take a Savvy Negotiator action to make a **Hard (◆◆◆) Negotiation check**. If the check is successful, one bystander or observer per rank of Savvy Negotiator sees one of the opponent's points (chosen by the character) as maliciously unreasonable.

The GM has the final say as to whether bystanders could see a point as unreasonable, based on who those bystanders are and what the point is (for example, an Imperial officer would not likely see the argument that the Rebel Alliance needs to be defeated militarily as unreasonable). In these cases, the GM can suggest a modified version of that argument that would be more believable (said Imperial officer may still want to defeat the Alliance, but may concede that using weapons like the Death Star is barbaric).


SKILLED TEACHER

Activation: Active (Incidental, Out of Turn)

Ranked: Yes

Trees: Teacher

Before an ally at short range makes a skill check, if that ally has fewer


ranks in that skill than the character does, the character may choose to immediately perform a Skilled Teacher incidental to suffer a number of strain, then add an equal number of  to the ally's next check. The number of strain suffered cannot exceed the character's ranks in Skilled Teacher.

SUNDER (IMPROVED)

Activation: Passive

Ranked: No

Trees: Arbiter

Each  a character spends to activate a weapon's Sunder quality damages the target item two steps, instead of one.

WELL TRAVELED

Activation: Passive

Ranked: No

Trees: Teacher

Knowledge (Core Worlds) and Knowledge (Outer Rim) become career skills.

WISE WARRIOR

Activation: Active (Incidental)

Ranked: No

Trees: Teacher

Once per round when making a combat check, the character may perform a Wise Warrior incidental to spend 1 Destiny Point and use any characteristic for the check.

WISE WARRIOR (IMPROVED)

Activation: Active (Incidental)

Ranked: No

Trees: Teacher

When the character performs the Wise Warrior incidental, one ally at short range may use the same characteristic used in the Wise Warrior incidental for the next combat check the ally makes before the end of the character's next turn.



CONSULAR MOTIVATIONS

A Consular's Motivation is one of the major determining factors in how the Consular behaves and defines that character's broader goals in life. When deciding their character's next move, players should consider species, background, Morality, career, specialization, and Motivation. Synthesizing all of these elements should create a character who comes alive in the imaginations of all the players.

Determining PC actions through the lens of Motivation enables players to build long-term goals for their PC to work toward. Consulars often focus on spreading peace and ending conflict, or acquiring and sharing knowledge and wisdom with the galaxy. Most Consular Motivations should be crafted to spread these ideals to others, if sometimes indirectly.

TABLE 1-2: RANDOM CONSULAR MOTIVATION

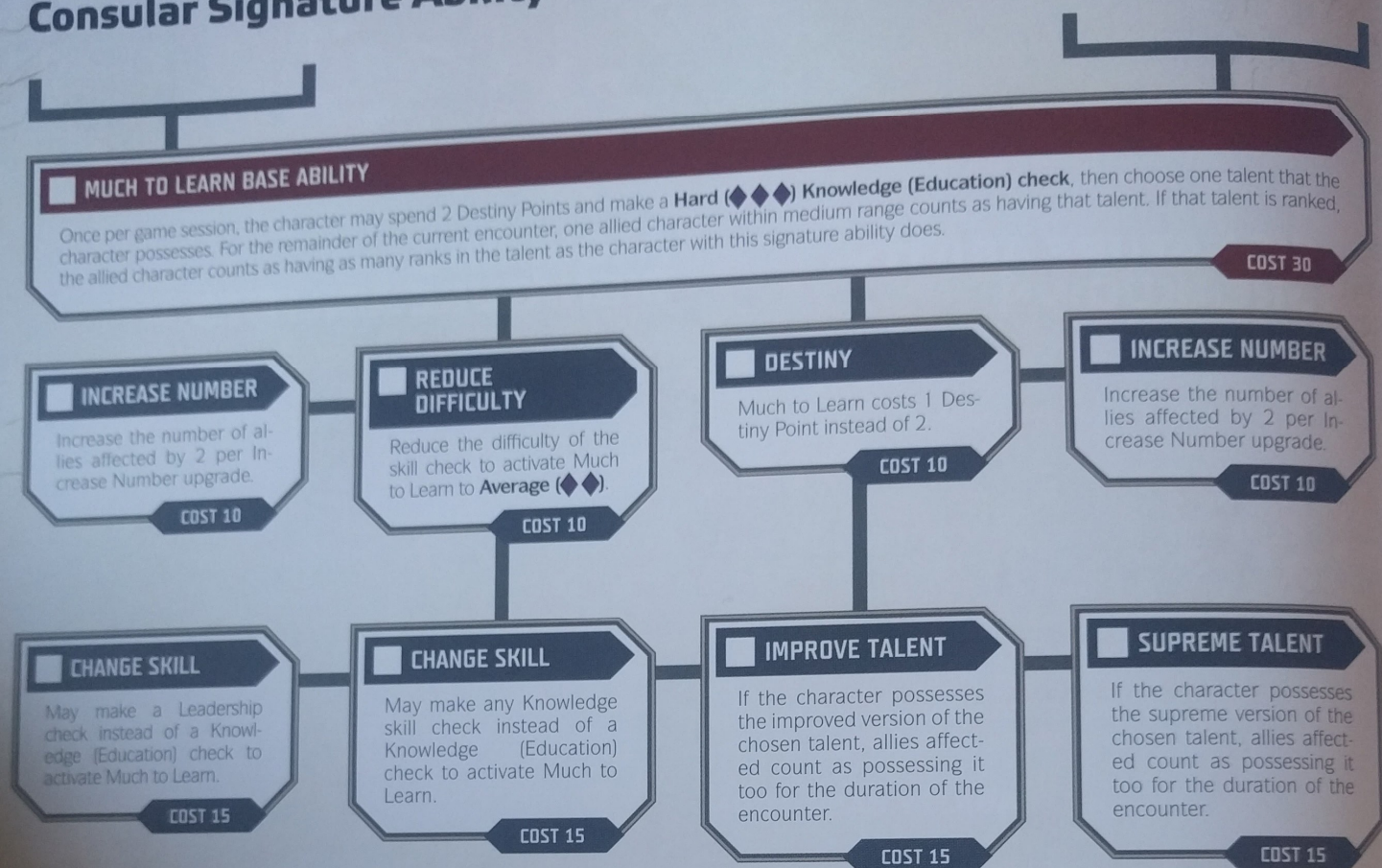
d10	Result
1-2	Ambition
3-4	Cause
5-6	Faith
7-9	Growth
10	Roll once on each of any two categories

CONSULARS AND GROWTH

The **FORCE AND DESTINY** Core Rulebook presents several different Motivations suitable for aspiring Jedi, including Ambition, Cause, and Faith. While these can work well for a Consular, *Disciples of Harmony* introduces a number of Motivations designed for the Consular career and its specializations. These new Motivations are grouped into the category of Growth.



Consular Signature Ability Tree: Much to Learn



SIGNATURE ABILITY: MUCH TO LEARN

In an era when the Jedi are all but extinct, passing on the scattered remnants of their teachings has become a vital task. At the same time, those who teach must also expect to be on the front lines against the forces that would snuff out the light of the Jedi forever. Some of these dedicated individuals see the chance to turn this struggle into a classroom. They adopt charges and apprentices, then carry on instruction even as both master and student continue the fight for survival. For such characters, every conflict is a lesson waiting to be taught.

BASE ABILITY

Once per game session during an encounter, the character may spend 2 Destiny Points and make a **Hard (◆◆◆)** Knowledge (Education) check. The character then chooses one talent that he possesses. For the remainder of the current encounter, one allied character within medium range counts as having that talent. If the talent is ranked, the allied character counts as having as many ranks in the talent as the character with the signature ability does.

Note that if the character chooses a talent that modifies other talents (such as the "improved" or "supreme" versions of talents), this does not give the allied character the base talent as well. So, if a character gives an ally Supreme Scathing Tirade (which allows a character to perform the Scathing Tirade action as a maneuver), the talent would be useless for

the ally. The ally does not have the Scathing Tirade talent and thus cannot perform the Scathing Tirade action to begin with. (If, however, the ally already had the Scathing Tirade talent, he would be able to benefit from Supreme Scathing Tirade once given access to it.)

UPGRADES

Change Skill (Knowledge): When activating Much to Learn, the character may make any Knowledge skill check instead of a Knowledge (Education) check.

Change Skill (Leadership): When activating Much to Learn, the character may make a Leadership skill check instead of a Knowledge (Education) check.

Destiny: To activate Much to Learn, the character only needs to spend 1 Destiny Point instead of the normal 2.

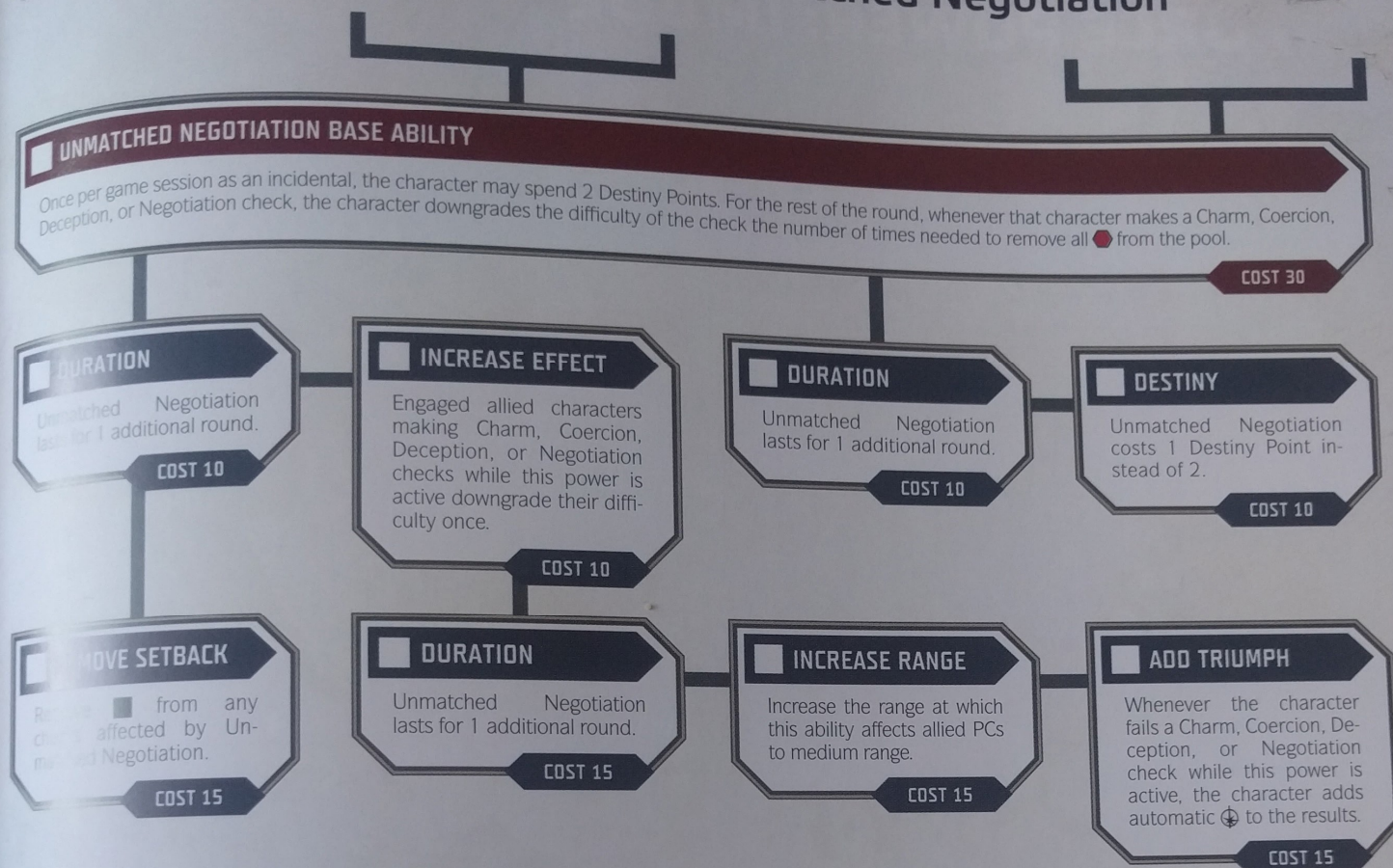
Improve Talent: If the character possesses the improved version of the chosen talent, allies affected by the Much to Learn base ability also count as having the improved version of the talent.

Increase Number: Increase the number of allies affected by the base ability by two per Increase Number upgrade.

Reduce Difficulty: The difficulty to activate Much to Learn is **Average (◆◆)** instead of **Hard (◆◆◆)**.

Supreme Talent: If the character possesses the supreme version of the chosen talent, allies affected by the Much to Learn base ability also count as having the supreme version of the talent.

Consular Signature Ability Tree: Unmatched Negotiation



SIGNATURE ABILITY: UNMATCHED NEGOTIATION

The best negotiators do not just see any conflict as a potential negotiated settlement waiting to be resolved; they also have the foresight to anticipate any potential pitfalls, mistakes, or points of contention before the negotiations even begin. When they sit down at the bargaining table, these negotiators ensure that whether the negotiations succeed or fail, everyone involved (especially the negotiator!) avoids any unintended slights, insults, or unfortunate verbal mistakes.

BASE ABILITY

Once per game session as an incidental, the character may spend 2 Destiny Points. For the rest of the round, whenever that character makes a Charm, Coercion, Deception, or Negotiation check, the character downgrades the difficulty of the check the number of times needed to remove all from the pool, before rolling the dice.

UPGRADES

Add Triumph: Whenever the character fails a Charm, Coercion, Deception, or Negotiation check while Unmatched Negotiation is active, the character adds automatic to the results of the check (this does not add an additional to the check, however).

Destiny: To activate Unmatched Negotiation, the character only needs to spend 1 Destiny Point instead of the normal 2.

Duration: Unmatched Negotiation lasts for 1 additional round per Duration upgrade.

Increase Effect: While Unmatched Negotiation is active, allied characters engaged with the character who make Negotiation, Charm, Deception, or Coercion checks may downgrade the difficulty of those checks once.

Increase Range: Increases the maximum range at which allies can be affected to medium range.

Remove Setback: When making a skill check affected by Unmatched Negotiation, the character removes .

FORCE POWER: IMBUE

Those who count the Force as their ally can use the Force to imbue their allies in turn. They can rest their hand on a friend's shoulder or arm, or even just stand beside an ally as a solid, reassuring presence. As they reach out to touch the Force, they channel the power given to them through their bodies and out again, flowing into the nearby ally.

Imbued allies may accomplish great and terrible feats, jumping higher, thinking faster, and striking harder with the Force. An ally need not even be able to touch the Force normally, for the Force flows through all living things.

BASIC POWER

The basic power of Imbue can be used in one way: to boost the characteristics of one nearby ally. The basic power has one way to spend Force points:

- The user may spend 1 to increase one of another engaged character's characteristics by 1 (to a maximum of 6) until the end of the Force user's next turn. This can only be used once per target per encounter. If the user used 1 to generate 1, the target increases a second characteristic by 1 (to a maximum of 6) until the end of the user's next turn, but both the Force user and the target suffer 3 strain.

UPGRADES

The upgrades for Imbue tend to increase the number of targets who can be affected with one use of the power or the range at which the power works. One of the power's upgrades has differing effects depending on whether 1 or 1 were used to generate 1.

Control: The Force user may spend 1 to allow the target to count as having ranks in a single skill equal to the ranks the Force user has in that skill while the target is affected by this power. The skill must be linked to the characteristic improved by this power.



Force Power Tree: Imbue

Prerequisites: Force Rating 2 +

FORCE ABILITY

IMBUE BASIC POWER

The Force user lends strength to allies, making them more potent, resourceful, or resilient for a time. The user may spend 1 to increase one of another engaged character's characteristics by 1 (to a maximum of 6) until the end of the Force user's next turn. This can only be used once per character per encounter. If the user uses 1 to generate 1, the target increases a second characteristic by 1 (to a maximum of 6) until the end of the user's next turn, but both the Force user and target suffer 3 strain.

STRENGTH

If no 1 were used to generate 1, decrease all Critical Injuries suffered and inflicted by the target by 10 per Strength upgrade purchased. If no 1 were used to generate 1, increase all Critical Injuries suffered and inflicted by 10 per Strength upgrade purchased.

COST 5

CONTROL

Spend 1 to allow the target to count as having ranks in a skill equal to user's ranks in the skill.

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 5

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 15

STRENGTH

If no 1 were used to generate 1, decrease all Critical Injuries suffered and inflicted by the target by 10 per Strength upgrade purchased. If no 1 were used to generate 1, increase all Critical Injuries suffered and inflicted by 10 per Strength upgrade purchased.

COST 10

MASTERY

Increase characteristics boosted by this power by 2 (to a maximum of 7) instead of 1 (to a maximum of 6).

COST 25

DURATION

Commit 1 to sustain the effects of this power as long as the target remains in range.

COST 10

RANGE

Spend 1 to increase power's range by a number of range bands equal to Range upgrades purchased.

COST 15

STRENGTH

If no 1 were used to generate 1, decrease all Critical Injuries suffered and inflicted by the target by 10 per Strength upgrade purchased. If no 1 were used to generate 1, increase all Critical Injuries suffered and inflicted by 10 per Strength upgrade purchased.

COST 20

DURATION

Commit 1 to sustain the effects of this power as long as the target remains in range.

COST 20

Duration: After using this power, the Force user may commit 1 to sustain the effects of this power as long as the target remains in range.

Duration: After using this power, the Force user may commit 1 to sustain the effects of this power as long as the target remains in range (instead of 1).

Mastery: The Force user increases characteristics boosted by this power by 2 (to a maximum of 7) instead of 1 (to a maximum of 6).

Range: The Force user may spend 1 to increase the range of this power by a number of range bands equal to the number of Range upgrades purchased. The Force user may activate this multiple times.

Strength: If no 1 were used to generate 1, the Force user decreases all Critical Injuries that the target suffers and the target inflicts by 10 per Strength upgrade purchased. If no 1 were used to generate 1, the Force user increases all Critical Injuries that the target suffers and the target inflicts by 10 per Strength upgrade purchased.

FORCE POWER: EBB/FLOW

Some Force users have compared the Force to an ocean. Like an ocean, they say, the Force has its tides and currents, its tempests and calms. When Force users truly let the Force flow through them, governing their actions, they feel the Force in every move it makes. It revitalizes and empowers them, even as it saps and hinders their enemies. These Force users do not even need to think about it; the Force simply does what they need it to do, and they obey the will of the Force in turn.

BASIC POWER

The basic power can be used either to empower the user or to sap strength from the user's foes. The basic power has two ways to spend Force Points.

- **Ebb:** When the Force user makes a skill check, he may roll an **Ebb power check** as part of the roll. The user may spend 1 to suffer 1 strain, then inflict 1 strain on all other engaged characters. The Force user may not activate this multiple times.
- **Flow:** When the Force user makes a skill check, he may roll a **Flow power check** as part of the roll. The user may spend 1 to heal 1 strain. The Force user may not activate this multiple times.

UPGRADES

The upgrades for Ebb/Flow tend to focus on enhancing the effects when characters make Force power checks as part of other actions, as well as encouraging characters to switch between the Ebb and Flow uses of the power.

Control: This control upgrade has different effects for Ebb and Flow.

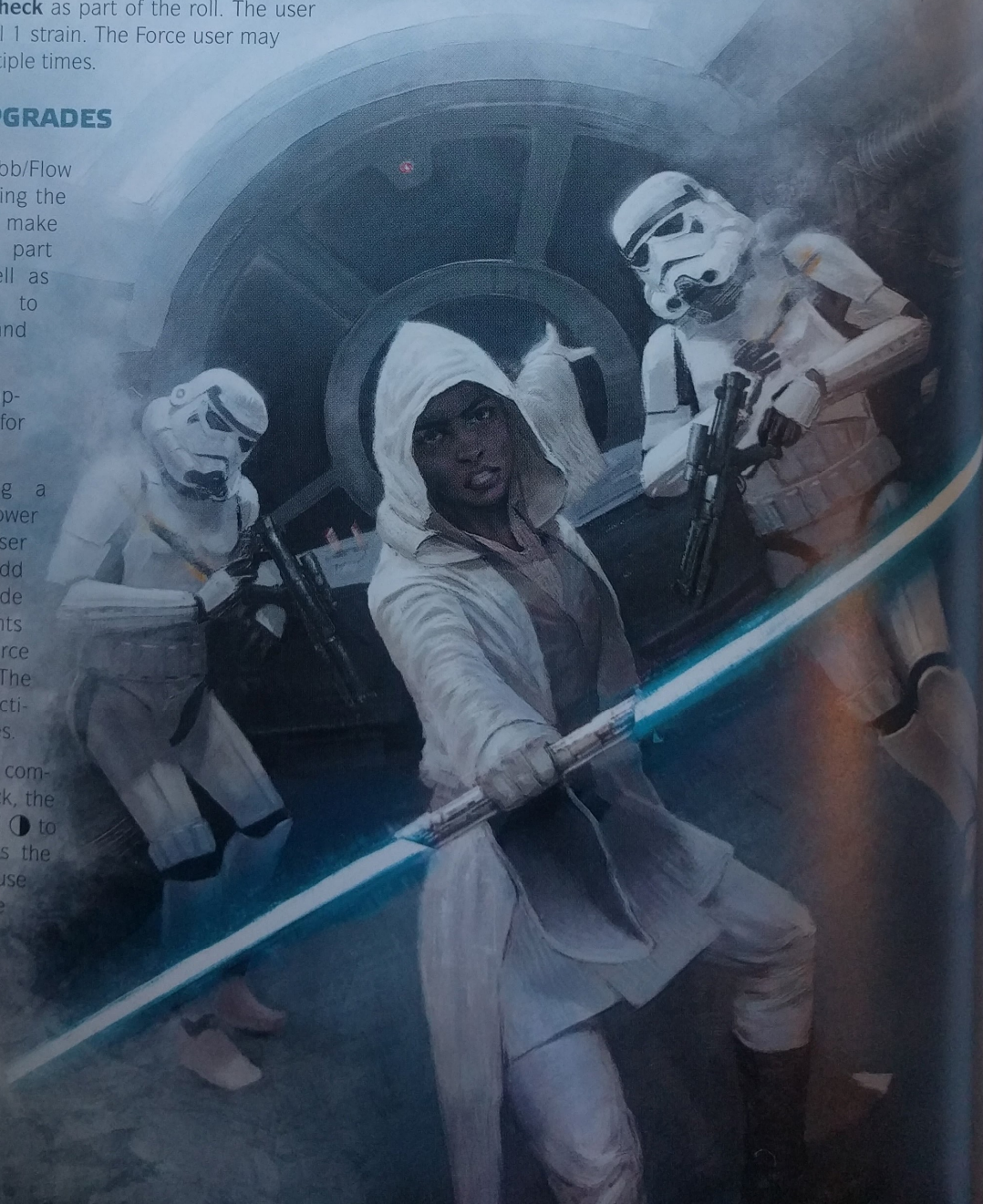
- **Ebb:** When making a combined Ebb power check, the Force user may spend 1 to add ☯ to all checks made by engaged opponents until the end of the Force user's next turn. The Force user may not activate this multiple times.
- **Flow:** When making a combined Flow power check, the Force user may spend 1 to add ☯ to any checks the Force user makes that use the same skill before the end of his next turn. The Force user may not activate this multiple times.

Control: This Control upgrade has different effects for Ebb and Flow.

- **Ebb:** When making a combined Ebb power check, the Force user may spend 1 to add ▼ to all checks made by engaged opponents until the end of the Force user's next turn. The Force user may not activate this multiple times.
- **Flow:** When making a combined Flow power check, the Force user may spend 1 to add ☆ to any checks the Force user makes that use the same skill before the end of the user's next turn. The Force user may not activate this multiple times.

Control: The Force power gains the following effect: Once per encounter, spend 3 to ask a single "yes-or-no" question pertaining to the current events of the game. The GM must answer truthfully (although depending on how the question is phrased, the answer still may be misleading!).

Control: The Force power gains the ongoing effect: Commit ☯ until the end of the current encounter. For the remainder of the current encounter,



Force Power Tree: Ebb/Flow

Prerequisites: Force Rating 1 +

FORCE ABILITY

EBB/FLOW BASIC POWER

The Force user's actions empower himself or sap strength from his foes.

Ebb: When the Force user makes a skill check, he may roll an **Ebb power check** as part of roll. The user may spend 1 to suffer 1 strain, then inflict 1 strain on all other engaged characters. The Force user may not activate this multiple times.

Flow: When the Force user makes a skill check, he may roll a **Flow power check** as part of the roll. The user may spend 1 to heal 1 strain. The Force user may not activate this multiple times.

MAGNITUDE

Spend 1 to exclude number of targets equal to Magnitude upgrades purchased from being affected.

COST 5

RANGE

Spend 1 to affect all other characters at short range.

COST 10

STRENGTH

The Force user may spend 1 to increase the strain healed or inflicted by 1.

COST 10

CONTROL

Spend 1 once per encounter to ask the GM a single "yes or no" question.

COST 10

CONTROL

Ebb: When making a **combined Ebb power check**, may spend 1 to add 1 to any checks made by engaged opponents until the end of next turn.

Flow: When making a **combined Flow power check**, may spend 1 to add 1 to any checks using the same skill until the end of next turn.

COST 10

STRENGTH

The Force user may spend 1 to increase the 1 or 1 added by 1.

COST 10

MAGNITUDE

Spend 1 to exclude number of targets equal to Magnitude upgrades purchased from being affected.

COST 5

CONTROL

Ebb: When making a **combined Ebb power check**, may spend 1 to add 1 to any checks made by engaged opponents until the end of next turn.

Flow: When making a **combined Flow power check**, may spend 1 to add 1 to any checks using the same skill until the end of next turn.

COST 10

STRENGTH

The Force user may spend 1 to increase the 1 or 1 added by 1.

COST 10

CONTROL

Commit 1 until the end of the current encounter. For the remainder of the current encounter, add 1 to all skill checks. Each 1 and 1 adds either 1 or 1 to the check; each 1 causes the user to suffer 1 strain and gain 1 Conflict.

COST 10

CONTROL

Ebb: Once per session, if a target suffered at least 5 strain from this power, add 1 to the target's next check.

Flow: Once per session, if the user healed at least 5 strain from this power, add 1 to user's next check.

COST 20

the Force user must add 1 to all skill checks he makes. Each 1 and 1 result rolled adds either 1 or 1 to the check (the user's choice). However, for each 1 result rolled, the user suffers 1 strain and gains 1 Conflict.

Range: The Force user may spend 1 to affect all other characters at short range with this power, instead of affecting all other engaged characters.

Strength: The Force user may spend 1 to increase the strain healed or inflicted by this power by 1. The Force user may activate this multiple times.

Strength: The Force user may spend 1 to increase the 1 added to his checks before the end of his next turn by 1, or increase the 1 added to engaged characters before the end of his next turn by 1. The Force user may activate this multiple times.

Strength: The Force user may spend 1 to increase the 1 added to his checks before the end of his next turn by 1.

or increase the 1 added to engaged characters before the end of his next turn by 1. The Force user may activate this multiple times.

Magnitude: The Force user may spend 1 to exclude a number of engaged characters equal to the number of Magnitude upgrades purchased from being affected by this power. The Force user may activate this multiple times.

Mastery: The Mastery upgrade has different effects for Ebb and Flow.

- **Ebb:** Once per session, if a character suffered at least 5 strain from a single use of this power, the Force user may choose to add automatic 1 to that character's next skill check.
- **Flow:** Once per session, if the Force user healed at least 5 strain from a use of this power, the Force user may choose to add automatic 1 to his next skill check.





TOOLS OF JUDGEMENT

"You call this a diplomatic solution?"

—Anakin Skywalker

Consulars embrace the notion that every sentient life is precious. The Force connects all things, including beings who maintain very different viewpoints. Consequently, followers of the Consular path believe it vital to earnestly discuss points of conflict with an opponent. While they are not always adverse to resolving matters through physical action, they feel strongly that this must be a last resort. Further, Consulars are typically reluctant to snuff out a sentient life. They would much prefer to leave open the possibility for future discussion, rather than make a grave decision that cannot be undone.

Because negotiation is such a priority, Consulars require specialized equipment that complements their intentions. Force practitioners on this path often prefer to carry weapons designed to subdue foes in a non-lethal fashion. Armor that can preserve a character in unusual environments is also critical, since some beings dwell in conditions that are dangerous to more common species. Gear that can aid in a discussion, heal a victim, or assist with education is vital to Consulars' work. Equipment that focuses on non-lethal solutions is usually harder to obtain, as it requires more complex engineering and design.

NEW WEAPONS

Although Consulars tend to prefer peaceful methods of conflict resolution, sometimes negotiations become more aggressive. When facing down an adversary or protecting the innocent, a Consular needs to be ready for any eventuality with a variety of weapons.

RANGED WEAPONS

Weapons that incapacitate a target can be far more valuable than those that kill. A dead foe takes secrets to the grave, but a living one can be questioned. More importantly, it remains possible to educate and persuade a being who remains alive, while a fallen opponent could become a martyr for the enemy cause.

MERR-SONN AJ-23 CONCUSSIVE RIFLE

Crowd-control situations pose a significant and recurring issue for law enforcement. Security personnel never want to use an inappropriate level of defensive force. Innocent deaths must be avoided at all costs. However, inadequate solutions dramatically limit an officer's options.

The Merr-Sonn AJ-23 is a highly regarded solution for crowd-control situations. Its boxy shape and carbine size make it both distinctive and easy to wield. It also confers an intimidating appearance that screams force, ensuring that targets recognize the wielder is armed and ready to take action.

When fired, the AJ-23 releases a directed, but comparatively slow, blast of concussive force. The force is sufficiently strong to knock down adults of most species but remains unlikely to cause serious injury. The fire pattern makes the weapon well suited to dealing with crowds but a poor solution for targeting a single perpetrator in a crowd.

LORONAR CRYOBAN RIFLE

Tools capable of generating intense cold are critical when dealing with preservation but can also be useful in scientific endeavors, firefighting, and even some types of manufacturing. When these same tools are weaponized, they become potent, typically non-lethal weapons. This is particularly relevant for designs that are portable, including liquid-based and energy-based solutions.

When fired, the Loronar CryoBan rifle's beam dissipates the free energy of its target, effectively triggering an extreme drop in temperature. This makes inorganic substances far more brittle, leaving them more susceptible to damage from a physical strike. For living beings, the sudden drop in temperature causes a shock to the system that can be enough to incapacitate some targets.

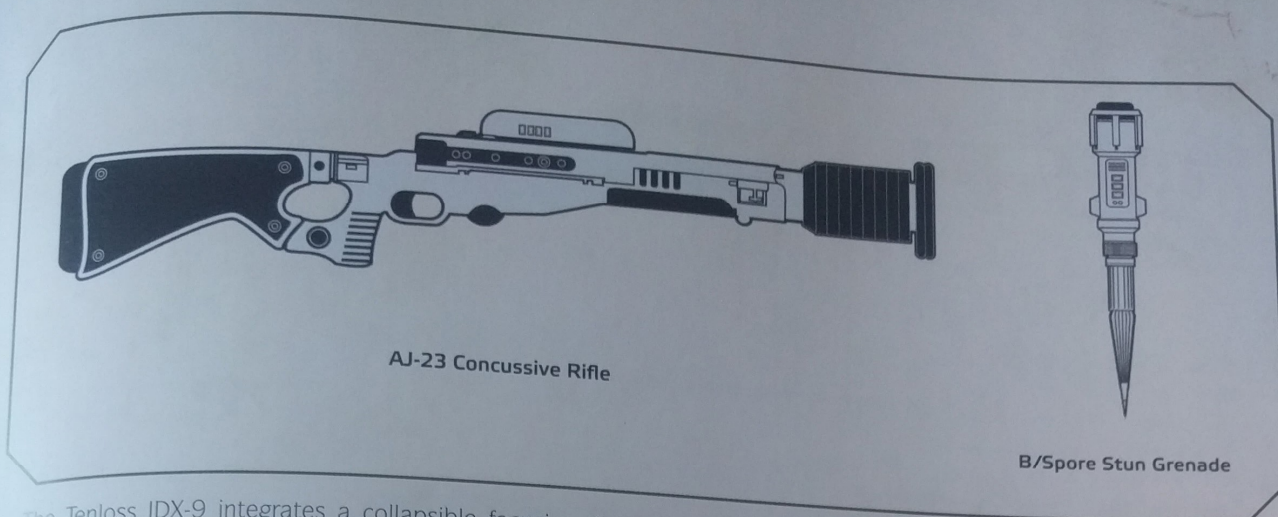
When used to attack a target wearing armor that removes one or more ■ due to extreme cold, the weapon's Pierce quality counts as 0. Characters who make a melee attack against a target struck by the Loronar CryoBan in the current round add ■■ to the check.

TENLOSS IDX-9 ION STUNNER

An ion stunner disrupts living beings' neural pathways as well as the electronic components of droids and other technological devices. This offers an effective and non-lethal solution for security personnel dealing with threats from living beings as well as droids. However, because ion stunners can affect electronic sensors, criminals often use these weapons to disable security measures. Different governmental agencies take different legal views of these devices because of their alternative uses. All ion stunners incorporate a distinctive dish on the barrel, required to focus the ionic flash on a target.

TABLE 2-1: RANGED WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
AJ-23 Concussive Rifle	Ranged (Heavy)	8	5	Short	4	2	8,000	4	Blast 7, Concussive 2, Inaccurate 2, Knockdown, Stun Damage
CryoBan Rifle	Ranged (Light)	6	—	Medium	2	1	450	6	Ensnare 1, Pierce 5, Stun Damage
IDX-9 Ion Stunner	Ranged (Light)	7	—	Medium	1	2	300	4	Ion, Stun Damage
Spore Stun Grenade	Ranged (Light)	8	—	Short	1	0	100	7	Blast 7, Limited Ammo 1, Pierce 3, Stun Damage
Spray Foam Grenade	Ranged (Light)	—	—	Short	1	0	150	5	Ensnare 4, Limited Ammo 1
Spray Rifle	Ranged (Heavy)	7	—	Medium	4	1	2,700	6	Burn 3, Limited Ammo 3, Pierce 3, Prepare 1, Stun Damage



The Tenloss IDX-9 integrates a collapsible focusing dish. This modification enables the sidearm to be worn in a normal holster. However, when drawn and its safety disabled, the dish expands, assuming the weapon's characteristic profile. The conversion between holstered and active mode is instant, though most weapon jams with the Tenloss model are due to difficulties with this specialized focusing dish.

SPEIZOC SPORE STUN GRENADE


A non-lethal area effect weapon capable of stunning a group of opponents can be a vital tool in a crowd-control situation. Particularly, a person who places a high value on sentient life may desire to use weapons that can overcome opponents without killing them. When an individual is significantly outnumbered, a stun grenade can turn the tide of battle in an ethically acceptable way.

Speizoc Arms spore stun grenades deploy a cloud of active stun spores when detonated. Harvested from a carnivorous plant, these spores are a powerful soporific for most life forms. An environmentally sealed suit provides complete protection against the spores, but any unsealed armor is of little use against the spore cloud. The spores act extremely quickly when inhaled, but they can also take effect after contact with the target's skin.

TENLOSS SPRAY FOAM GRENADE

Tenloss's spray foam grenades are ten-centimeter plastic spheres sealed with a low-powered energy field and equipped with a timer activator. When the timer finishes counting down, the field deactivates, exposing the chemical reagents within it to each other. This triggers a sudden

chemical reaction. The liquid inside expands, forming a foam polymer. This can expand to fill a volume of up to three cubic meters, entombing anything that happens to be within that space. The polymer is unstable, however, and it begins to break down after only a few minutes of atmospheric exposure. Until that breakdown completes, it is quite rigid, presenting an effective means to temporarily incapacitate an opponent.

A spray foam grenade's Ensnare quality triggers automatically on any target the weapon hits, with no need to spend .

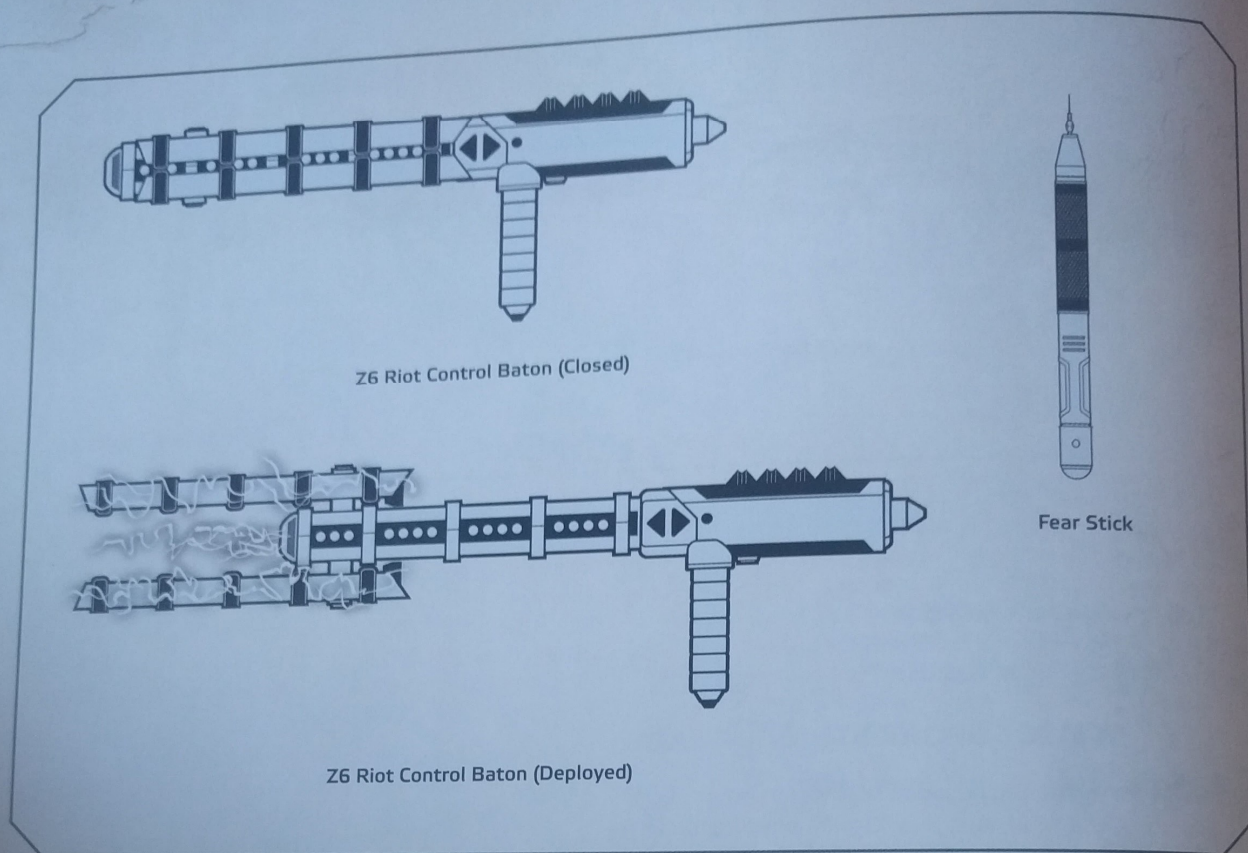
LORONAR SPRAY RIFLE

The Loronar spray rifle fires a highly pressurized stream of fluid. The fluid affects its targets by carrying a powerful sedative suspended in an organic solvent. That substance is easily absorbed through the skin, carrying the sedative directly into the target's bloodstream. In addition to penetrating the skin of almost all known species, the fluid is capable of penetrating many types of armor, including ones designed to be environmentally sealed. This makes the spray rifle a useful weapon against targets wearing equipment that could stop an airborne sedative. However, because the stream must be carefully targeted, it is less effective against crowds than a non-lethal gas attack.

The spray rifle's ammunition is stored in a transparent metallic canister, which attaches as a clip. The weapon also has a one-liter cylindrical tank that stores the compressed air used to propel its payload. This is normally refilled from a pressure canister after firing three to four canisters of ammunition.

TABLE 2-2: MELEE WEAPONS

Name	Skill	Dam	Crit	Range	Encum	HP	Price	Rarity	Special
Borstel Neuronic Lash	Melee	+1	5	Short	1	1	800	7	Ensnare 1, Stun 3, Stun Damage
Fear Stick	Melee	5	—	Engaged	1	0	1,500	8	Limited Ammo 3, Pierce 1, Stun Damage
Z6 Riot Control Baton	Melee	+2	5	Engaged	2	1	1000	4	Cortosis, Disorient 2, Stun Damage



MELEE WEAPONS

Although the best way to incapacitate someone is from a distance, this isn't always an option. The following are a selection of non-lethal weapons designed to be used in close combat.

BORSTEL NEURONIC LASH

The neuronc whip has earned a reputation as the preferred weapon of slavers. Borstel's neuronc lash attempts to mitigate this negative impression both through its appearance and its overall function. Instead of using a metallic cable, the lash projects a flexible energy strand, which is only emitted from the hilt when activated. The insubstantial energy projection is incapable of causing physical injury to a target. However, it carries a significant electrical charge. This charge is capable of incapacitating most opponents.

This weapon can be used to make melee attacks against targets at up to short range (the difficulty remains **Average** [♦♦]).

FEAR STICK

Subtlety and discretion can be critical to effective use of a weapon. An easily disguised or concealed armament can be used as a means of last resort or might even be overlooked by opponents as something innocuous. Such weapons

offer a vital opportunity to a defender who is otherwise unarmed.

The fear stick is only the size of a stylus or a hypodermic injector. Because it is not powered, weapon scanners calibrated for energy weapons do not detect it. Further, its payload is similar to many common pharmaceuticals, so it is unlikely to trigger a reaction to chemical scanners. The weapon injects a potent neurologic compound. This triggers a powerful fear response, sometimes leaving foes incapable of coherent thought or even incapacitating them entirely.

Add ■■ to Perception checks to find a fear stick on a wearer's body. On a successful hit with a fear stick, the attacker may spend ☉ to force a living target to make a **Formidable** (♦♦♦♦♦) **fear check**. Fear sticks have no effect on droids or nonliving organisms.

Z6 RIOT CONTROL BATON

This extendable cudgel integrates a set of conductor contact vanes that can effectively subdue a target. The Z6 model was designed to partially collapse. This enables the wielder to carrier it at the waist with minimal inconvenience. When activated, the same power supply triggers an energy field that stabilizes the baton at its full ninety-centimeter size. In addition to serving as a shock prod, the energy field is capable of deflecting an attack from a plasma weapon, such as a lightsaber.

ARMOR

Force adepts who seek out knowledge must be prepared to search wherever it may be concealed. In their quest to promote peace, they also recognize that their travels often take them to dangerous places with even more dangerous sentients. Fortunately, there are many types of armor to protect them in such situations.

BIOGEL SUIT

During martial arts training, both students and teachers put themselves at risk as they work through the process of education. A wayward strike can cause grievous injury, particularly when a participant is practicing at full speed or training with weapons. Steps must be taken to mitigate this risk, so that safety can be increased during the training process. While some argue that this decreases the sense of risk felt during training, the effective counterargument is that not every simulation has to be life threatening, particularly the earliest ones.

Biogel suits are semitranslucent, organic body gloves that completely encase the wearer. They provide protection against attacks such that while the defender can still feel an impact, the risk of injury is substantially reduced. However, the suits are bulky, which can limit wearers' flexibility as well as their ability to dodge an attack or strike at full strength.

The armor gains +1 soak when the wearer suffers damage from Brawl weapons or bludgeoning Melee weapons. A character adds 1 to any Brawn- or Agility-based checks while wearing this armor.

FORMAL COUNCIL ARMOR

In rare circumstances, Jedi were called in to treat with societies for which status and associated symbols played a significant factor in negotiations. Some cultures maintain intricate systems of etiquette or strictly enforce caste systems. Other cultures engage in ostentatious demonstrations of wealth among their ruling classes. These societies expected any negotiator from the Republic to conform to their standards. In these circumstances, a Jedi might don a suit of formal Council armor to aid in the critical first impression.

Never common, these ornate suits of armor are now almost unknown. While they were comparable in function to far more common armored robes, they incorporated a variety of inlays and artistic flourishes—as well as a range of semiprecious metals and gemstones. Each suit was custom crafted, integrating different designs.

A character wearing formal Council armor adds automatic 10 to Negotiation checks when interacting with individuals who hold Jedi in high regard. At the GM's discretion, the character may add automatic 10 to Coercion checks when interacting with individuals who hate or fear the Jedi (such as representatives of the Galactic Empire).

INDIVIDUAL FIELD DISRUPTOR

A field disruptor is normally used to disable the shields and potentially the electronic systems on a vehicle or starship. An individual field disruptor takes this functionality and brings it to a much smaller scale, enabling it to be used against a foe wearing a personal energy field, as well as offering some protection to the wearer. Because of its small size—the device is less than ten centimeters in diameter and is typically clipped to a belt—the individual field disruptor is relatively discreet. When not activated, a casual observer might mistake it for a sensor or even a simple piece of ornamentation.

In use, the field disruptor creates a shimmering field around the wearer, forming a two-meter in diameter sphere around the device and individual while obscuring visibility of the wearer. Whenever this field comes in contact with an energy shield, it immediately deactivates it.

If the field of a disruptor contacts another energy field, the other field ceases to offer any defense as long as the two fields intersect. If a character wearing an active field enters engaged range with a droid, the droid suffers 5 Stun damage. If the field enters engaged range with any other electronic device, the device shorts out and becomes inactive for the remainder of the encounter. If the wearer makes a melee attack while the field is active, the wearer counts as being armed with a Melee weapon with +2 damage and the Stun Damage item quality.

TABLE 2-3: ARMOR

Type	Defense	Soak	Price	Encumbrance	Hard Points	Rarity
Biogel Suit	0	2	350	6	0	1
Formal Council Armor	0	2	(R) 8,000	5	2	10
Individual Field Disruptor	1	0	(R) 9,500	0	0	7
Reflect Body Glove	0	3	2,500	2	0	5
SeaScape Diving Suit	0	2	400	3	2	2

REFLECT BODY GLOVE

Effective body armor is conspicuous. Good armor certainly provides an intimidation factor in addition to security, but it risks setting the wrong tone for a tenuous negotiation. For those times when appearances are as important as security, armor that is much less noticeable—even if it is less protective—is a necessary compromise.

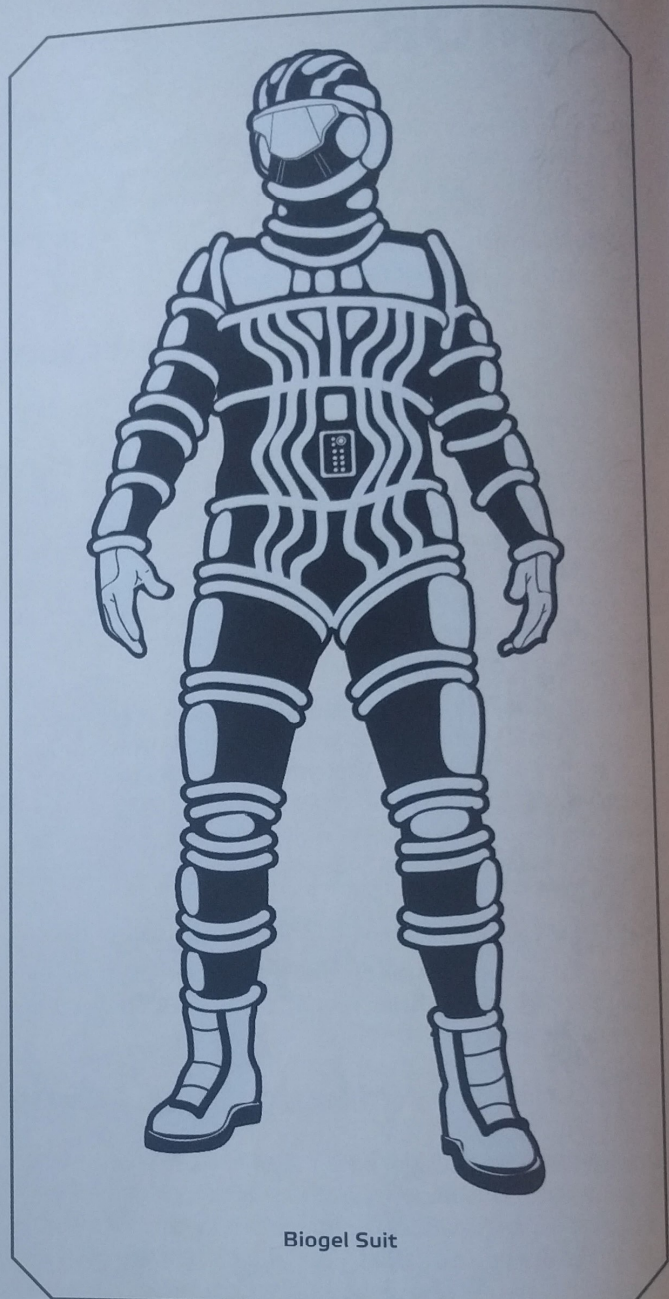
A reflect body glove is a skintight suit that can be worn underneath traditional garments. It incorporates a reflective weave that is capable of dispersing the blasts from an energy weapon. The thin layer of tight weave is fragile, however, particularly for a suit of armor.

Add ■■■ to Vigilance and Perception checks to notice that the wearer is wearing a reflect body glove. After a successful combat check has been resolved against the wearer, the reflect body glove's soak is reduced by one, to a minimum of zero. The reflect body glove's soak may be restored to its original value by making a successful **Average** (◆◆) **Mechanics** check.

SEASCAPE DIVING SUIT

A surprising number of sentients dwell in aquatic environments, far from an oxygen-enriched atmosphere. When air breathers must work closely with aquatic species—or travel beneath an ocean's surface for any other reason—a self-contained diving suit is required. A good suit must be flexible and comfortable, but it must also provide for the user's needs over multiple hours of use.

The SeaScape diving suit can provide six hours of atmosphere to an air breather. During this time, the wearer also has access to fresh water, nutrition supplements, and other biological necessities. While wearing a SeaScape diving suit, a character does not suffer movement penalties for traveling through water.



Biogel Suit

NEW GEAR

The following are new gear items designed for the Consular career (although most **FORCE AND DESTINY** characters will find them useful!) Some of this gear is intended for surviving in the wilderness, whether to study ancient archeological finds or to conduct negotiations with a newly discovered species. Other pieces of gear are designed to help teachers or instructors, or to aid medical workers in all sorts of situations.

SURVIVAL GEAR

The Consular career requires individuals able and willing to travel the galaxy in pursuit of ever-changing missions. At times, this may require negotiation at the depths of the

ocean, excavating an archeological site on an ice planet, recovering a rare mineral from a volcanic world, or even investigating the remains of a civilization on a world that has become a nuclear wasteland. Even the hardest individuals require specialized gear to survive in these conditions.

CZERKA BC-7 ENVIRONMENTAL COCOON

Primarily intended for hunters and survivalists, an environmental cocoon provides a secure space in an otherwise hostile locale. While it is designed to be portable, it can quickly inflate to become a small structure large enough for a single occupant. The field unit has dense insulation,

as well as its own climate-control system. This enables it to maintain a safe temperature for a single person. The cocoon is equipped with an filter that removes the worst of the particulate matter in the atmosphere.

The cocoon reduces the difficulty of Resilience checks made to resist effects of extreme cold or heat by three. It also removes up to ■■■ added to checks due to extreme heat or cold, for as long as the user remains within it.

KAMPERDINE CLOTHING SPECIALISTS BODY GLOVE

A critical negotiation requires the complete attention of everyone taking part. The slightest distraction can be enough to misinterpret a speaker's words or body language—either of which can have disastrous results. Any suggestion of nervousness—including a sweaty brow—can have implications for the direction of the discussion. These factors dictate that personal comfort must be a critical concern for anyone involved in high-stakes meetings.

This body glove is a tight-fitting layer of clothing that integrates myriad sensors with localized heating and cooling systems. By design, a body glove is utterly undetectable: invisible but silent, producing no visual or auditory cues to its activities. It provides the wearer with a level of physical comfort that helps overcome inconveniences from both climate and dress requirements.

The body glove may be worn under other clothing or armor. It removes ■ from any checks due to temperatures outside those of the wearer's preferred environment.

PRETORMIN ENVIRONMENTAL WPR-60

Nearly every known species depends upon a steady supply of water free from contaminants for basic survival. Water is heavy, bulky, and expensive to transport around the galaxy. However, purifying water can be a time-consuming and expensive process, particularly when the types of contaminants are not readily known. Every inhabited world has its own potentially deadly microorganisms, but nonliving mineral, organic, and even radioactive threats may also be present. Removing all of these requires a reliable and low-maintenance water purifier, particularly for those times when a traveler needs to make a protracted visit far from civilization. Better models are capable of extracting water from the atmosphere.

A water purifier allows the user to purify enough water for one person to drink per day.

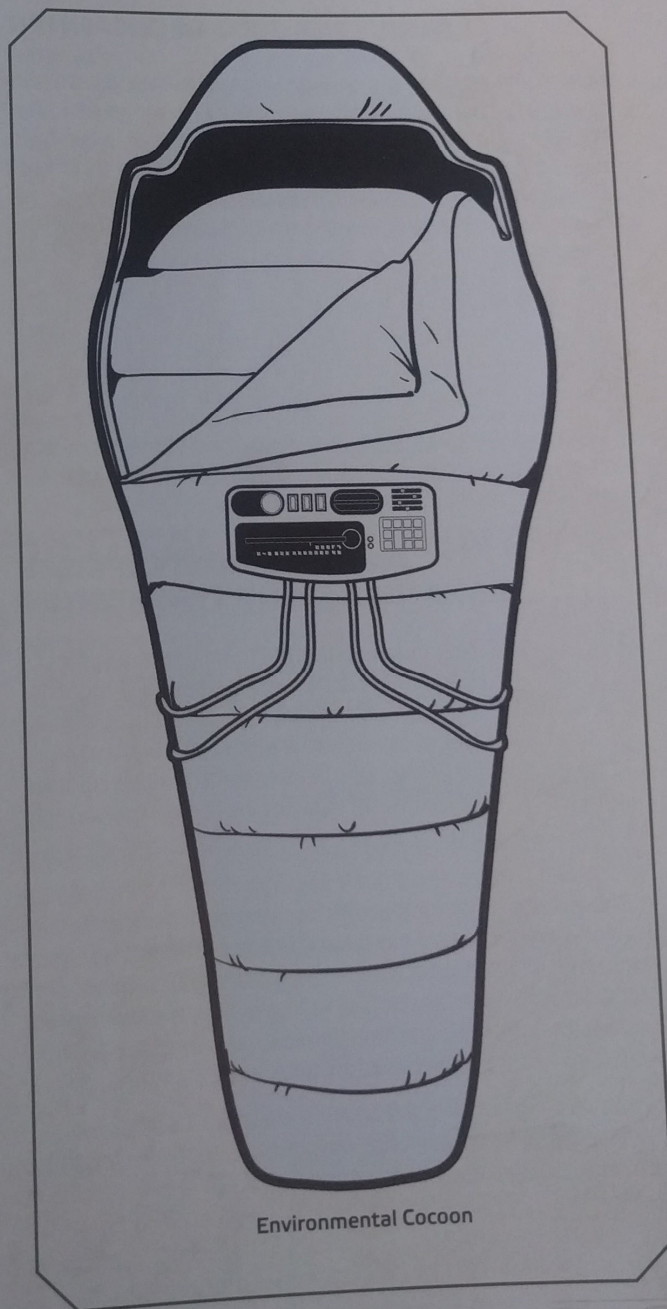
SCANNING AND SURVEILLANCE EQUIPMENT

For Consulars, scanning and surveillance equipment is usually used for research and analysis, rather than surveillance of individuals. As such, this equipment is more likely to be found in a research or teaching institution than a law enforcement organization.

APPLIED IMAGING B310 MICRO-IMAGER

Microorganisms, mineral structures, and forensic samples are just a few of the things that a researcher might need to examine in extremely fine detail. Key visual characteristics of objects only a few micrometers in size can provide the information necessary to solve a mystery or resolve a crisis. However, few species have the inherent ability to visually discern such details without an appropriate tool. A micro-imager solves this challenge by magnifying an object up to 100,000 times its original size, using visual light and a variety of different sensors. The magnified object is projected in a holographic format above the imager. The hologram can be rotated, zoomed, and adjusted as needed, so that the viewer can perceive any necessary details.

A micro-imager adds ■■ to any Perception, Knowledge (Lore), or Knowledge (Education), checks for which magnification of fine details can contribute to the research at hand.



Environmental Cocoon

BIOSCAN

A healer must be able to recognize any anomalies in a patient's biological makeup in order to properly cure an injury. A bioscan is capable of identifying an individual's species, age, and condition based upon a given set of parameters. It can also recognize any disruptions to the anatomy from injuries or diseases, as well as deliberate modifications such as cybernetics and cosmetic modifications.

A character using a bioscan can remove ■■ from any Medicine checks the character makes.

PLASMA PROTEIN REPLICATOR

Replenishing an individual's vital bodily fluids from an external source can reduce the recovery time from particularly traumatic injuries. This is most relevant for injuries that involve blood loss, but it can also be helpful in cases of disease or poison where fluids have been contaminated. In either case, an external source enables the patient's body to devote energies to healing tissues. A plasma protein

replicator creates synthetic bodily fluids as appropriate for a target species.

When a character uses a plasma protein replicator to help heal a Critical Injury, the character adds automatic ★ to the Medicine check made to heal the injury.

SPRAY PLASTO-CAST

Quickly immobilizing a limb injury after it happens can prevent the extremity from becoming more seriously damaged through accidental misuse. Prompt action reduces the patient's overall healing time, even though further treatment may be required before proper healing can begin. A spray plasto-cast is an easily portable tool that can be used in field conditions. When a patient suffers a serious injury, the cast reinforces the wounded limb from the outside, preventing it from bending and exacerbating the tissue damage.

A character can make an **Easy (◆) Medicine check** to apply a spray plasto-cast to a limb that has been crippled or disabled due to a Critical Injury. If successful, the Critical Injury heals automatically after one week of narrative time.

WEAPON ATTACHMENTS

Consulars, in general, tend to be defensive fighters. When forced to draw their lightsaber in combat, they often do so in protection of others and with an eye toward neutralizing the current situation as quickly as possible.

That is not to say that they fear combat, merely that their goals in combat are different from those of their more aggressively combat-oriented peers. Often, they will modify and customize their lightsabers to reflect the hope that, no matter how dire the situation appears, peace can still be attained.

The majority of attachments listed here reflect those ideals and provide significant benefit to the defensive fighter, whether a Consular or a Force user of any other career track interested in preserving life. The listings on lightsaber crystals also present some special situations in which a Consular or similar Force user may have particular interest. Several of these entries contain the seeds of stories the GM may wish to make use of. (See the sidebar **Crystal Availability**, on page 53, for further guidance.)

In addition, several of these items can be used in conjunction with the adventure ideas found later in this book.

BLADE DRAIN

The blade drain attachment works by creating a small power drain when in contact with another lightsaber blade. Once attached to a lightsaber hilt and wired into the power supply, the blade drain attachment draws energy from the power supply of an opponent's lightsaber via the energy blade and routes it to the user's own power supply when blade contact is made. The draw is momentary but significant enough to reduce the effectiveness of an opponent's lightsaber, making it less capable of dealing damage.

There is, however, a risk that the drawn power could overload the power supply of the wielder's own lightsaber as the excess power is stored, causing a catastrophic failure in the device. Users of this modification consider it a small price to pay for reducing the combat effectiveness of their foes, a tradeoff that could save lives. This attachment can only be applied to lightsabers.

Models Include: Custom variants

Base Modifiers: When making a combat check targeting an opponent with a lightsaber, the character may spend Ⓢ to reduce the opponent's lightsaber's base damage by one for the remainder of the encounter. If the combat check generates ☉ ☉ ☉, the blade collapses as the power supply fails and may not be reignited until the character's next turn.

Modification Options: 2 Item Quality (Defensive + 1) Mods.

Hard Points Required: 2.

Price: 4,000 credits (R)/9

HILT-MASKING KIT

Often, openly carrying a lightsaber causes undue comment and notice. Owners of such a weapon may have many reasons to want a subtler presence, yet still keep their lightsaber by their side. Perhaps they must enter an area known to be under heavy Imperial scrutiny, or the mere presence of an obvious weapon may sour delicate negotiations. Whatever the reason, Force users may make use of a hilt-masking kit to disguise their weapon.

Just as each lightsaber is unique to its user, so too is each hilt-masking kit; there is no "universal" kit. The needs of the moment, or the personal tastes of the Force user, dictate what form each kit takes. Sometimes a hilt may be disguised as a cane; at other times it could be hidden

as part of a more mundane weapon like a blaster rifle; it may even appear to be something much more ordinary, like a pair of macrobinoculars. The cost, rarity, and encumbrance of a hilt-masking kit are the same as that of the item it is meant to look like. Whatever form the masking takes, it provides two important qualities: it looks as little like a lightsaber as possible, and it provides quick and easy access to the full weapon when needed.

Models Include: Custom variants.

Base Modifiers: When attached to a lightsaber, this attachment adds ▼ ▼ to any attempts to find or identify the lightsaber as a lightsaber.

Modification Options: 2 Increase the number of ▼ added by one Mods.

Hard Points Required: 1.

Price: Varies based on item used to create kit.



POMMEL CAP

Force users, especially those walking a path closely attuned to the light side of the Force, often seek non-lethal means for incapacitating their opponents. The pommel cap provides just such a solution. The pommel cap is a small, weighted knob or other similar piece attached to the base of a lightsaber's hilt. The increased weight and reinforcement provided by the pommel cap make pommel strikes with the lightsaber more effective, and less likely to damage the lightsaber itself, than a strike with a bare hilt. The pommel cap not only enhances the ability of a Force user to provide a stunning blow, but it can also be used to store small items of necessity—most often an additional backup power cell, though any number of small items can prove useful to a Force user in need. The pommel cap screws into the base of a lightsaber, and competent wielders often incorporate its use into their fighting style as a matter of course. This attachment can be applied to lightsabers or any Melee weapon with a hilt.

Models Include: Custom variants.

Base Modifiers: When attached to a lightsaber hilt, the weapon gains the Stun 2 item quality. In addition, a single small item with an encumbrance value of zero may be stored in the pommel cap, with GM approval.

Modification Options: 2 Item Quality (Stun + 1) Mods.

Hard Points Required: 1.

Price: 3,000 credits/2.

STUN BLASTER ATTACHMENT

Force sensitives trained or experienced in other fields prior to embarking on their current path may feel more comfortable using a ranged weapon before resorting to their lightsabers. Others may have reason to disguise their lightsabers, yet retain immediate access to them. Still others reason that if the threat of an opponent can be eliminated at range, so much the better for all concerned. While car-

rying an obvious blaster pistol is one solution, some prefer a melding of blaster and lightsaber, perhaps believing that a personal weapon best reflects the Force user when it represents all aspects of the user's life, both present and past. Still, the tenets of the Jedi Order apply, and life is to be preserved if at all possible. The stun blaster attachment is seen as an acceptable compromise in these situations.

By stripping down an otherwise functional stun blaster, wiring it into the power supply of a lightsaber hilt, and bolting the resulting device to that hilt, a Force user can make use of the blaster without relinquishing immediate access to the lightsaber. This cannibalized stun blaster has a shorter range and a more limited stun effect than a full stun blaster. Due to the energy draw on the lightsaber's power supply, it cannot be used simultaneously with the blade, but it is often a useful addition to the wielder's weaponry. This attachment has saved more than one life on both ends of the lightsaber.

Models Include: Custom variants.

Base Modifiers: Enables weapon to fire using the following profile at the user's choice (Ranged [Light]; Damage 5; Critical —; Range [Short]; Stun Damage, Unwieldy + 2). The stun blaster attachment may not be used while the blade of the lightsaber is ignited.

Modification Options: 1 Damage + 1 Mod, 1 Decrease Unwieldy rating by one to a minimum of 1 Mod, 2 Item Quality (Disorient + 1) Mods.

Hard Points Required: 2.

Price: 750 credits/5.

CORRUPTED CRYSTALS

Even the best of the Jedi can fall. The Empire scours the galaxy looking for Force sensitives to enfold in the dark side. Untutored pupils wander far from the light, lost on dark paths from which they may never return. Many of them have either found or constructed lightsabers of their own with such crystals as they could find and, in the course of their fall or their time astray, have committed heinous acts suffused with the dark side of the Force. They bend the kyber crystals in their lightsabers to their will, leading to the bloody red hue of these corrupted crystals. Even if these individuals die or are redeemed, they leave behind a weapon and a crystal strongly associated with the dark side of the Force. These crystals must be purged of their evil to avoid letting them fall into other hands and corrupt them as well. Thus, a Force user may take on the task of reclaiming these crystals. A corrupted crystal is a lightsaber crystal.

Models Include: None.

Base Modifiers: Installing this crystal changes a lightsaber's base damage to 6 and its critical rating to 2, and the lightsaber gains the Breach 1, Sunder, and Vicious 2 item qualities. When a character wielding this lightsaber makes a Force power check, add ● to the check. When the Force-sensitive character's Morality rises to 70 or more, this crystal has been reclaimed; it no longer provides ● and it loses the Vicious item quality, though it continues to function as above in all other respects. If the crystal is ever removed, the lightsaber loses these qualities and reverts to its previous base damage and critical rating.

Modification Options: 2 Damage +1 Mods, 1 Decrease weapon's critical rating by one to a minimum of 1 Mod, 1 Item Quality (Vicious +1) Mod.

Hard Points Required: 2.

Price: Cannot be purchased. Must be found (R)/9.

CRACKED CRYSTALS

With the destruction of the Jedi, the Empire has begun to hoard kyber crystals for itself, capturing and controlling traditional sources of the crystals in order to develop strange new weapons. Force users must look for non-traditional sources of lightsaber crystals wherever they may be found, regardless of their condition. For example, with the destruction of the Death Star, a new, if difficult to access, source of crystals has been revealed. At the heart of the great battle station lay a giant kyber crystal powering the lasers that destroyed Alderaan. When the Alliance destroyed the Death Star, the crystal shattered in the resulting explosion and scattered itself across the open space of

RECLAIMING A CORRUPTED CRYSTAL

When a Force user acquires a corrupted crystal, the process of reclaiming the crystal and purging it of its dark side influence should be more than just a mechanical process. Such crystals represent an opportunity for characters to begin a powerful, personal story as its effects test their resolve, devotion, and dedication to their chosen Morality. Characters' raw stats matter less than the choices they make during the story. After all, these crystals became corrupted after significant use by a Force user lost in the dark side. The story requirements to reclaim such a crystal should reflect the choices that made it that way in the first place.

A corrupted crystal is a particularly useful element in testing a user considered to be, or about to become, a light side paragon. It is easy enough to become a paragon of virtue if no significant challenge is ever made to one's beliefs and Morality. Characters whose Morality reaches 70 meet the requirements to reclaim the crystal, but doing so should be treated as a major story moment. In addition, GMs may wish to require a **Hard (◆◆◆) Discipline check** with appropriate modifiers as a final challenge to fully purge the crystal in order to represent the crystal's final resistance to being reclaimed.

the Yavin system. Most of the shards are unusable, either too small or too damaged to function, and many of them succumbed to the gravity wells of the planets of the Yavin system. However, some few remain, quietly circling among the remaining debris fields, cracked and unstable, but functional. Special lightsaber modifications are needed to use such crystals properly, but to the willing Force user, they can be made into distinctive blades. A cracked crystal is a lightsaber crystal.

Models Include: None.

Base Modifiers: Installing this crystal changes a lightsaber's base damage to 7 and its critical rating to 3, and the lightsaber gains the Breach 2, Sunder, and Vicious 1 weapon qualities. If a combat check made with this lightsaber results in ☹, the GM may cause the crystal to shatter, after which the lightsaber loses these qualities and reverts to its previous base damage and critical rating. If the crystal is ever removed, the lightsaber loses these qualities and reverts to its previous base damage and critical rating.

TABLE 2-5: WEAPON ATTACHMENTS

Attachment	Price	Encumbrance	HP Required	Rarity
Blade Drain	(R) 4,000	0	2	9
Hilt-Masking Kit	Varies	As mask	1	As mask
Pommel Cap	3,000	0	1	2
Stun Blaster	750	1	3	5

TABLE 2-6: LIGHTSABER CRYSTALS

Attachment	Price	Encumbrance	HP Required	Rarity
Cracked Crystal	(R) –	0	2	10
Corrupted Crystal	(R) –	0	2	9
Seeker Crystal	(R) 16,000	0	2	9
Solari Crystal	(R) 16,000	0	3	9

Modification Options: 1 Decrease the weapon's critical rating by one to a minimum of 1 Mod, 2 Item Quality (Vicious + 1) Mod.

Hard Points Required: 2.


Price: Cannot be purchased. Must be found (R)/10.

SEEKER CRYSTAL

No one seems to know where these crystals come from or how they make their way into the hands of their users. Rumors persist of markets so dark that none but a handful of beings know about them. Other rumors suggest that these crystals have an entirely different purpose and only incidentally happen to function as lightsaber crystals with unusual properties. Still others say they come from the deep edges of the galaxy, from stars yet unknown. Whatever the case may be, those few that are known to exist have used their users well, allowing them to avoid ambush and surprise attack. Users of these crystals seem to instinctively know when they are being secretly observed or when their

charges are in danger from hidden assassins. When ignited, blades produced by these crystals glow a soft pink color and connect users to the Force in such a way that they are able to detect those who hide nearby. While it is not a compass pointing the way to hidden beings, a wielder will know without a doubt that a concealed foe is near. A seeker crystal is a lightsaber crystal.

Models Include: None.

Base Modifiers: Installing this crystal changes a lightsaber's base damage to 7 and its critical rating to 2, and the lightsaber gains the Breach 1 and Sunder item qualities. Force-sensitive characters making a Perception or Vigilance check may add  to the check for purposes of detecting whether a hidden being is present within short range. If the crystal is ever removed, the lightsaber loses these qualities and reverts to its previous base damage and critical rating.

Modification Options: 1 Damage +1 Mod, 1 Increase check range to medium Mod.

Hard Points Required: 2.

Price: 16,000 credits (R)/9.

CRYSTAL AVAILABILITY

GMs and players will note that some crystals detailed here are listed with no price and the words "Cannot be purchased. Must be found."

The intent is that these crystals are so rare and so hard to come by that they are not available for general purchase by just anyone. They may represent a pivotal or significant moment in the career of any Force user who comes across them. Alternatively, they may occur only in special, very rare circumstances. Whether they form an entire adventure themselves or merely a portion of a larger adventure is up to the discretion of the GM and players, depending on the needs of the story they are telling.


Given that a lightsaber is a very personal choice and represents a significant milestone in the Force user's career, any crystal available to one is likely best handled by creating specific and special moments for that wielder. The importance of creating one's own lightsaber rings somewhat hollow if characters can just go out to the local markets and purchase a crystal without expending effort and time to do so. Allow these special moments to shine and impress upon the characters the significance of the events they are experiencing. Crafting one's own lightsaber is one of the most important things a prospective Jedi will ever do.

SOLARI CRYSTALS

As rare as this type of kyber crystal is, some do find their way into the hands of Force sensitives highly attuned to the light side of the Force. Tales of solari kyber crystals come from the ancient past, and they have long been thought to be mere myths. However, they do exist, and it is a lucky Force user who can find one and make use of it. Or perhaps it is the will of the Force that those most in tune with the light side should happen upon them. They are not put to use lightly, though, for they demand much of their wielder. In exchange, they provide unparalleled protection against incoming fire. A solari crystal causes a lightsaber's blade to widen, thereby making it much more effective at deflecting blaster bolts. A solari crystal is a lightsaber crystal.

Models Include: None.

Base Modifiers: Installing this crystal changes a lightsaber's base damage to 7 and its critical rating to 2, and the lightsaber gains the Breach 1, Sunder, and Defensive 1 item qualities. In addition, a Force-sensitive character may reduce the amount of strain suffered when taking the Reflect incidental by one. Should a Force-sensitive user's Morality ever fall below 50, the lightsaber loses these qualities and reverts to its previous base damage and critical rating. If the crystal is ever removed, the lightsaber loses these qualities and reverts to its previous base damage and critical rating.

Modification Options: 1 Damage +1 Mod, 1 Item Quality (Defensive + 1) Mod, 1 Reduce cost of Improved Reflect by  Mod.

Hard Points Required: 3.

Price: 16,000 credits (R)/9.

NEW DROID

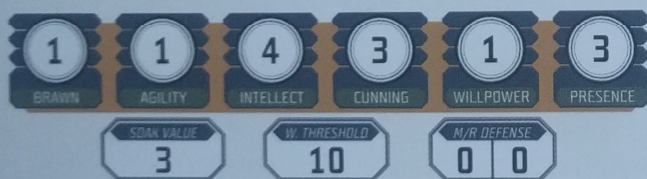
In pursuit of their duties, Consulars are required to travel to a wide array of different systems, each offering its own challenges and trials. Depending upon their own predispositions and the requirements of their missions, Consulars may have entire staffs working under them, or they might be venturing alone into a forsaken Outer Rim system. In many cases, a variety of droids may accompany them to help them fulfill any number of tasks, including negotiation, instruction, and more.

Often serving far from established bases and safe havens, many Consulars make extensive use of droids in the pursuit of their duties. There are many times when Arbiters, dedicated to making the difference between war and peace, may find themselves alone in their efforts aside from a loyal droid serving faithfully by their side.

BD10-SERIES ASSAY SUPPORT DROID [RIVAL]


The galaxy is filled with small, out-of-the-way systems and polities that may stand in the way of prosperity and progress for the greater population. The Outer Rim, in particular, is composed of minor, insular communities and cultures that may lay claim to resources, trade routes, or information essential to the success of larger, more Core-oriented entities. Responding to this situation, Industrial Automaton first created the BD10-series droid, specifically intended to assist negotiating parties in dealing with the myriad cultures and systems of the less civilized parts of the galaxy.

Programmed with the languages, traditions, taboos, and morays of over a million Rimward civilizations and corporations, the BD10 series is still seen as one of the best choices of companion for anyone seeking to do business in the Outer Rim. With the help of these innocuous droids, any negotiation with a less advanced society will be infinitely easier.



Skills: Charm 2, Knowledge (Outer Rim) 3, Negotiation 2.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins), Outland Etiquette and Protocol (BD10-series droids allow allies to add  to any Negotiation checks or other checks made to negotiate or mediate in the Outer Rim).

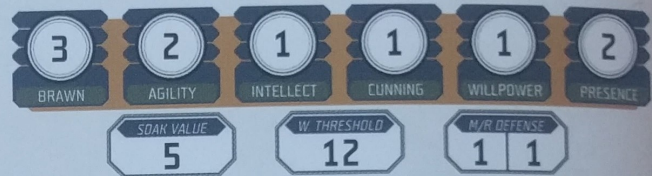
Equipment: None.

BLO-SERIES NON-LETHAL COMBAT DROID [RIVAL]

Seeing a rising need for crowd suppression and non-lethal enforcement techniques on the Core Worlds, Arakyd Industries briefly flirted with a droid designed to fill this admittedly small niche. The BLO-series combat droid was designed to neutralize opposition without undue injury, thus salvaging

important witnesses for later interrogation. Due to their combat effectiveness, however, most BLOs were repurposed as security droids soon after their initial release.

This droid—scuttling forward on three squat, sturdy legs and with its robust hyperarticulated arms, an array of non-lethal countermeasures, and two long stun whips emerging from its shoulders—made for a terrifying sight to those familiar with its operation. There are still those who prefer the use of the BLOs to more conventional security or combat droids for a wide variety of reasons; especially in the more physical, hardscrabble negotiating environment of the Outer Rim.



Skills: Brawl 3, Cool 2, Coordination 1, Ranged (Light) 1, Resilience 2.

Talents: None.

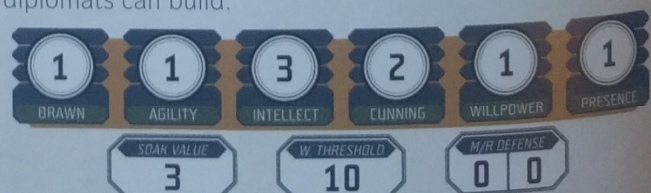
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins).

Equipment: 2 stun grenades (Ranged [Light]; Damage 8; Critical —; Range [Short]; Blast 8, Disorient 3, Limited Ammo 1, Stun Damage), 2 built-in stun whips (Melee; Damage 5; Critical —; Range [Short]; Stun 3), built-in armor plating (+1 defense, +1 soak).

ED-V8-SERIES ENVOY DROID [RIVAL]

Seeing a weakness in the general run of protocol droids, namely the almost universal humanoid appearance of most models, the Rseikharhl Droid Group began the development of a droid who would specialize in assisting negotiators and diplomats working specifically with non-humanoid species. Built around the ancient chassis of a Krath war droid, the ED-V8 uses variable-configuration cybernetics to alter the appearance of its body, while two interface modules supply the foundations for communication with an array of non-humanoid cultures.

The ED-V8-series is programmed to be completely inoffensive and nonthreatening as it assists its owner in establishing contact with local leaders. Programmed with an abnormally high level of autonomy, most droids in this series work as the first point of contact with non-humanoid societies, laying the foundation from which more experienced humanoid diplomats can build.



Skills: Knowledge (Education) 2, Knowledge (Outer Rim) 3, Negotiation 4, Perception 1.

TABLE 2-7: DROIDS

Droid Type	Price	Rarity
BD10-Series Assay Support Droid	8,500	5
BL0-Series Non-lethal Combat Droid	5,000	6
ED-V8-Series Envoy Droid	8,000	7
P2F Hostile Environment Remote	3,500	4
SBD series Assistance and Rescue Droid	7,500	3
TRD-2 Sparring Droid	7,750	6
TTS20-Series Dialectic Droid	5,400	7

Talents: None

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins). Non-humanoid Etiquette and Protocol (ED-V8-series droids allow allies to add 1 to any Negotiation checks or other checks made to negotiate or mediate with any non-humanoid species).

Equipment: None

P2F HOSTILE ENVIRONMENT REMOTE [MINION]

Droids can perform in a wide array of functions for diplomats and negotiators across the galaxy, but sometimes, no matter how hostile the environment, only direct contact with a diplomat's counterparts will do. Haor Chall Engineering was seeking to address just this need when it designed the P2F remote. Carrying an extensive suite of sensors, recording devices, and projection equipment, the P2Fs can bring a diplomat's likeness to any client, no matter how inaccessible their sphere of influence.

Although the P2F can be piloted remotely, kept under the complete control of its operator, the units also possess sufficient initiative and awareness to deliver themselves to their assigned area of operation to initiate direct contact. Utilizing a combination of repulsorlift technology and multiple articulated limbs, the P2F can go almost anywhere, providing a secure holoprojector link between the negotiating parties.

1	2	1	3	1	1
STRENGTH	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
2	4	0	0		

Skills (group only): Athletics, Cool, Perception, Resilience.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins).

Equipment: Built-in long range comlink, built-in holoprojector scanner suite.

SBD SERIES ASSISTANCE AND RESCUE DROID [RIVAL]

Surveyors, explorers, pioneers, and other individuals who must venture far from the comforts of civilization have always felt the need for a wide array of assistance and support in their efforts. The Karflo Corporation, in support of its far-flung mining interests, created the SBD series to fill this necessary role.

A rugged design, keen intellect, and desire to assist drive this droid to the greatest extremes in a crisis or disaster. The SBDs have proven to be able companions for those voyaging into dangerous environments, such as war zones and regions torn by natural disaster, where assisting locals in need may go a long way toward establishing good will and rapport. Anyone in the market for a droid of superior durability and utility who wants a chance to make a difference in a crisis would do well to consider the SBD series of assistance and rescue droids.

2	3	2	2	1	3
DRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
4	14	0	0		

Skills: Cool 1, Coordination 2, Mechanics 1, Medicine 2, Perception 3.

Talents: Keen Eyed 2 (The droid removes 2 from Perception checks. Checks made to search a specific area take 50% less time than usual.)

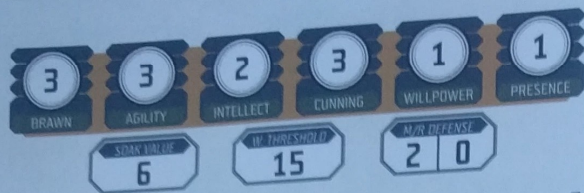
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins).

Equipment: Built-in long range comlink, 2 emergency med-pacs, built-in general purpose scanner, built-in physician's kit, 8 stimpacks, built-in tool kit.

TRD-2 SPARRING DROID [RIVAL]

Briefly manufactured by Balmorran Arms, and loosely based upon their SD-series battle droid, these droids were designed to complement live sparring partners during the training of young Imperial officer cadets. However, instructors found that the TRD-series lacked the killer instinct of more purpose-built combat droids, resulting in fewer training deaths and the perception that trainees were being coddled. The sparring droids were subsequently phased out of service. As the Empire moved on with more lethal units, the TRDs were repurposed, often for crowd suppression or as inexpensive corporate security. There are still examples of the TRD units being used for their original purpose, however, with organizations that feel the droid's versatility and resilience impart a deeper mastery of a wider array of combat skills.

Buzzing back and forth on their whirring treads, the TRD's arms flash with lightning reflexes, showcasing the fighting styles of over a hundred thousand cultures programmed into the droid's core memory systems. Variable limb configurations serve to mimic the strengths and weaknesses of countless foes. Many find a TRD-2 droid one of the best tests of martial prowess to be found.



Skills: Athletics 2, Brawl 3, Coordination 1, Lightsaber 3, Melee 3, Ranged (Heavy) 2.

Talents: None.

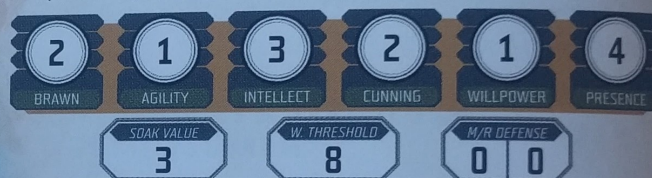
Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins), Combat Training (TRD-2-series sparring droids allow any character who has spent at least one hour practicing with them to increase their melee defense rating by two for the remainder of the session).

Equipment: Double-bladed training saber (Lightsaber; Damage 6; Critical —; Range [Engaged]; Linked 1, Stun Damage, Unwieldy 3), stun cannon (Ranged [Heavy]; Damage 8; Critical —; Range [Medium]; Stun Damage), Z6 riot control baton (Melee; Damage 5; Critical 5; Range [Engaged]; Cortosis, Disorient 2, Stun Damage).

TTS20-SERIES DIALECTIC DROID [RIVAL]

Throughout the history of the galaxy, there have been many innovative approaches to education. While the inevitable march of progress has seen a veritable raft of educational and instructor droids flood the Core Worlds through the millennia, many cultures continue to advocate the ancient discipline of lecturing. One manufacturer sought to combine both approaches in a single laminanium shell. Industrial Automaton's popular TTS15-series education and tutorial droid was modified with further dialectic and communications modules to create the TTS20, one of the most successful orator droids in the galaxy.

Programmed in over a million styles and disciplines of organized argument and debate, this droid is the best foil for any being training to be a solicitor, diplomat, or negotiator. Often the pressures of its contentious programing will cause individual units to develop a particularly quarrelsome personality if their buffers are not cleared regularly. Strangely enough, however, some owners of the TTS20 series see this as an added feature and will encourage their droids to develop even greater heights of insolent confrontation.



Skills: Charm 2, Cool 1, Deception 2, Knowledge (Core Worlds) 1, Knowledge (Education) 1, Negotiation 3, Perception 2, Streetwise 1.

Talents: None.

Abilities: Droid (does not need to breathe, eat, or drink and can survive in vacuum or underwater; immune to poisons and toxins), Master of Rhetoric (TTS20-series droids allow allies to add ☐ ☐ to any opposed Presence- or Willpower-based checks or other checks made to negotiate or mediate in the Outer Rim).

Equipment: None.



VEHICLES

A Consular may be called upon to visit all manner of hostile environments. Conflict, misunderstanding, and misdirection plague the galaxy, and often the most important potential allies or endangered innocents are those whose physiologies leave them beyond the understanding or empathy of others. Many teachers seeking to drive home the importance of the galaxy's diversity might seek to expose their students to a wide variety of exotic and isolated locales.

To reach these distant outposts, a Consular will often require various specialized forms of transportation. Whereas a standard speeder or flyer might be more than sufficient for most purposes, there are places, cultures, and circumstances that require something more. Although some modification may be needed to standard makes and models, most of the vehicles used in the pursuit of a Consular's aims can be found somewhere on the open market in most systems.

AIRSPEDERS

Airspeeders are some of the most common forms of transportation on any civilized world, but they often prove most useful in less developed systems that lack any form of public transit system or established transportation networks. Most airspeeders are limited to atmospheric flight, utilizing repulsorlifts for maneuvering, takeoffs, and landings. On Core Worlds, airspeeders are used for everything from personal conveyance to cargo transport, also seeing service with various security agencies and military units.

Some airspeeders are more versatile than others, and it will often be these that Consulars find most useful in the course of their duties. Combining the abilities of limited flight and other modes of transport such as submarine and surface skimming, these vehicles make it much easier to reach isolated outposts or the command and control hubs for all sorts of military, corporate, and cultural efforts far off the beaten path.

ASCENDANT PERSONAL STEALTH FLYER

First produced by Sienar Design Systems as a proof of concept model, the Ascendant personal flyer was the predecessor to an experimental starship designed to defy blockades during the Clone Wars. The project was eventually scrapped when the prototype of the corvette-sized full version was destroyed over the planet Christophsis. However, a limited number of the smaller flyers still exist, for those lucky enough to find one.

Equipped with an advanced cloaking device that renders the craft nearly invisible, the Ascendant model is perfect for espionage and infiltration but has also seen use in various theaters of operation when an important ambassador or trade envoy needed to be inserted into a volatile situation without drawing undue attention from other parties. Many a negotiation owes its successful conclusion to the timely use of an Ascendant flyer in a moment of extreme tension.

2	3	+0	DEF. FORL/PORT/STARDWARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	0
			HT THRESHOLD	ST THRESHOLD
			5	5

Vehicle Type/Model: Airspeeder/Ascendant.

Manufacturer: Sienar Design Systems.

Maximum Altitude: 6,000 meters.

Sensor Range: Long.

Crew: One pilot, one observer.

Encumbrance Capacity: 20.

Passenger Capacity: None.

Price/Rarity: 35,000 credits/9.

Customization Hard Points: 2.

Weapons: None.

ADDITIONAL RULES

Stealth Systems: The personal stealth flyer benefits from state-of-the-art stealth systems that render it almost invisible to passive and active scanners. This ship will not register on passive scanners that are short range or farther away from it (only passive scanners at close range can pick it up). In addition, increase the difficulty of any checks made to detect the vessel by two.

FLASHERFISH PERSONAL WATERCRAFT

Based upon the popular *Undicur*-class jumpspeeder, the Flasherfish was designed specifically to fill the personal transportation niche on water planets where the local meteorological conditions precluded standard flyers and swoops. Using both hydrojet and repulsorlift technologies, the Flasherfish provides ideal personal transportation under the most extreme weather conditions, as well as among the coral caves of many ocean-world archipelagoes. Capable of brief periods of actual flight before the generators require a recharge, the Flasherfish is in its element slicing through the water under nearly any conditions.

The Flasherfish lacks the ability to travel beneath the surface, but its enclosed cabin means that harsh weather will not affect its ability to skim the surface of any ocean. In particularly rough seas, or when seeking an ideal perch for rest and refit, the Flasherfish is capable of short flights, giving it the appearance of a glittering fish skipping across the waves.

When one must travel alone to a water planet or visit a culture that lives within a fluid medium, these swift craft are ideal. In the pilot's seat of a Flasherfish, one can reach entire worlds that would otherwise be inaccessible. The Flasherfish is perfect for the adventurous spirit veering off the beaten path, or for students of the galaxy seeking to learn more about the aquatic cultures of the Outer Rim.

1	4	+2	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	0
			HT THRESHOLD	SS THRESHOLD
			3	4

Vehicle Type/Model: Airspeeder-watercraft/Flasherfish.
Manufacturer: Kuat Vehicles.
Maximum Altitude: 20 meters.
Sensor Range: Medium.
Crew: One pilot.
Encumbrance Capacity: 5.
Passenger Capacity: 1.
Price/Rarity: 5,000 credits/5.
Customization Hard Points: 2.
Weapons: None.

IML-2C AQUATIC SCOUT SHIP

Initially designed and produced to work in conjunction with larger base ships, the aquatic scout ships were designed to scout out possible mining locations. Their durability and endurance resulted in their being sold in small quantities throughout the Core Worlds and beyond. The IML-2c is capable of limited low-altitude flight as well as surface and submarine operations, making it an ideal transport for a wide variety of tasks on water worlds and when dealing with primarily aquatic polities.

Much more expensive than less versatile watercraft, the IML-2c is one of the most adaptable watercraft available in the galaxy. A pressurized passenger compartment means that passengers and crew are completely protected from the depths as well as from inclement weather and atmospheres. Most often brought into service as a submarine vessel, the IML-2c outshines its airspeeder and landspeeder competition as it transitions from the depths, to the waves, to short flights with ease.

Diplomats, envoys, and other emissaries whose duties call them to a planet appreciably covered with water often utilize the IML-2c to reach their counterparts beneath the waves. This craft, capable of traveling both along the surface and deep beneath, is ideal for facilitating face-to-face communication and negotiation. When remote communication with the powers who live beneath the waves of a Rim World is diplomatically impractical, the IML-2c offers an alternative that could well mean the difference between success and failure.

3	3	+1	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	1
			HT THRESHOLD	SS THRESHOLD
			5	7

Vehicle Type/Model: Naval Surface-Submarine/IML-2c.
Manufacturer: Imperial Mining, Ltd.
Sensor Range: Medium.
Crew: One pilot, one co-pilot, one comms technician.
Encumbrance Capacity: 20.
Passenger Capacity: 2.
Price/Rarity: 10,000 credits/5.
Customization Hard Points: 4.
Weapons: None.

LANDSPEEDERS

Landspeeders are by far the most common form of transportation in the galaxy. Available in a nearly unlimited range of shapes and sizes from countless manufacturers stretching from the Core Worlds into the Outer Rim and beyond, landspeeders can be found on nearly every planet in the Empire. Using robust repulsorlift engines, these vehicles are generally easy to maintain and serve as the backbone of most transportation systems. Ranging from small, single-person swoops to massive cargo carriers, landspeeders are capable of traveling at a height from a meter or less off the ground to an operational ceiling that can sometimes reach 100 meters.

Landspeeders ignore hazards and other effects of terrain that are lower than their operating altitudes.

A-A5M EMERGENCY RESPONSE VEHICLE

Developed based on the highly successful A-A5 speeder truck, the A-A5m is a purpose-built emergency response vehicle specifically designed to operate in harsh, inhospitable scenarios, whether unforgiving inclement weather or terrible disasters. Equipped with all the latest medical technology and available with a fully compatible medical droid for a nominally increased price, the A-A5m is the most reliable vehicle available when time is of the essence and lives are on the line.

Medical and rescue personnel, as well as relief workers around the galaxy, have made the A-A5m synonymous with salvation for years. Its expanded sensor suite means that the A-A5m is able to find those in need despite the chaos of a situation while delivering the lifesaving aid it requires. With a limited cargo capacity and the option for further external cargo modules, this workhorse of the Trast stable is fully capable of saving lives and salvaging entire settlements no matter the harrowing circumstances.

3	3	-1	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	0
			HT THRESHOLD	SS THRESHOLD
			10	8

Vehicle Type/Model: Speeder Truck/A-A5m.
Manufacturer: Trast Heavy Transports.
Sensor Range: Long.
Crew: One pilot, one medic and/or one medical droid, one liaison officer.
Encumbrance Capacity: 100.
Passenger Capacity: 6.
Price/Rarity: 10,000 credits/5.
Customization Hard Points: 4.
Weapons: None.

ODURAN LUXURY LANDSPEEDER

Ubrikkian Industries is mostly known for its cargo skiffs and cloud cars, but its moderately successful line of luxury speeders has also been rising in popularity in recent years. Produced by a semi-independent subsidiary under the Ubrikkian name, these gorgeous craft are hand-built works of art, and priced accordingly.

The Oduran owes its name to a mythical spacer and explorer, but the vehicle is not at all designed for exploration. Instead, this six-seat speeder is as luxurious as it is ostentatious, with greel leather seats, crystalline vertex windscreens, and gold detailing inlaid into authentic onyx tratis wood. The steep price tag ensures that only the ludicrously rich can afford to own an Oduran. However, they are a popular status symbol for planetary governments for that same reason. Many planets transport visiting dignitaries and heads of state in an Oduran as a not-so-subtle statement about the host's wealth and power.

2	2	+0	DEF	FORE	PORT	STARBOARD	AFT	ARMOR
0	-	-	0					0
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				SS THRESHOLD	
			4				6	

Vehicle Type/Model: Landspeeder/Oduran Model 25.

Manufacturer: Ubrikkian Industries.

Sensor Range: Close.

Crew: One pilot.

Encumbrance Capacity: 25.

Passenger Capacity: 5.

Price/Rarity: 25,000 credits/4.

Customization Hard Points: 0.

Weapons: None.

WALKERS

Walkers represent a compromise between the inexpensive, easily maintained, but restrictive aspects of tracked and wheeled transportation and the more versatile but equally more expensive and finicky repulsorlift technologies essential to airspeeders and landspeeders. Although slower than both groundcars and crawlers under ideal circumstances, walkers are capable of traversing almost any terrain, reaching areas no wheeled or tracked vehicle could ever hope to. Although most walkers are military in origin and purpose, there are many civilian variations and models as well.

Walkers ignore penalties from light terrain and from any hazard less than half the vehicle's height.

WHELIK ALL-TERRAIN EXPLORER

Designed and produced by Corellian Mining Corporation to fill the need for a civilian vehicle capable of penetrating the most dense, inhospitable terrain, the Whelik has six high-arching legs that give the vehicle its distinctive silhouette while at the same time making it ideal for accessing rugged, nearly impossible-to-reach locations on remote planets.



The Whelik has seen duty chiefly as a relief and rescue vehicle, although there have been instances when its durable construction and ability to deal with any type of terrain have seen it used as a transport for high-value personnel under trying circumstances.

Unlike most military walker variants, the Whelik lacks a powerful droid brain, requiring a co-pilot for safe operation. Although this is not available as a standard feature, some Whelik Explorers have been retrofitted to utilize military-style drop cocoons, enabling them to deploy nearly anywhere on a planet's surface. There is almost no terrain the Whelik Explorer is incapable of traversing. Whether transporting high-priority personnel, important cargo, or search and rescue assets to the least civilized locales in the galaxy, there are few vehicles better suited than the Whelik.

4	1	-1	DEF	FORE	PORT	STARBOARD	AFT	ARMOR
0	-	-	0					2
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD				SS THRESHOLD	
			20				12	

Vehicle Type/Model: Walker/Whelik ATE.

Manufacturer: Corellian Mining Corporation.

Sensor Range: Long.

Crew: One pilot, one co-pilot, one sensor/comms operator.

Encumbrance Capacity: 100.

Passenger Capacity: 2.

Consumables: 1 month.

Price/Rarity: 50,000 credits/6.

Customization Hard Points: 4.

Weapons: None.



Passenger Capacity: 4, depending on berthing arrangements.

Consumables: Three months.

Price/Rarity: 157,000 credits/7.

Customization Hard Points: 5.

Weapons: Two forward turret-mounted light laser cannons (Fire Arc Forward; Damage 5; Critical 3; Range [Close]).

CAPITAL SHIPS

The term capital ship is a catchall phrase used to describe most large, heavily armed warships. Capital ships are often used to confront other, similarly sized ships as well as for independent patrols in force and diplomatic force projection. Common design elements of capital ships are robust, redundant systems; heavy armor; and powerful sensors and weapon systems.

Although most Consulars avoid armed confrontation and conflict as much as possible, especially encounters as destructive as those resulting from capital ship combat, the power, durability, and versatility allowed by these larger ships often mean they are employed on the most vital missions.

CONSULAR-CLASS LIGHT CRUISER

Designed specifically to ferry diplomats and Consulars for the Galactic Republic, the *Consular*-class light cruiser has been central to some of the most important negotiations and parleys in galactic history. With sufficient armor to survive all but the most concerted attack and sensors, computers, and facilities sufficient to conduct a major system-wide operation, it is easy to see how this ship earned its place in the annals of diplomatic history.

The long, thin hull of the *Consular*-class cruiser swells in the middle, containing a comfortable living area and cabin space for important envoys and diplomats as well as quarters for the small, often elite crew. The power and speed of the ship are apparent in the three massive radial atomizer engines. The infamous profile of the *Consular* class is completed by the jowly pod that hangs beneath the ship's towerlike bridge.

The *Consular*-class cruiser has no place in the Imperial Fleet today. Those few remaining examples of the class can be found in the Outer Rim. Used primarily by system governments, corporate councils, and trading federations, the ship continues to serve across the galaxy. A major selling point of the *Consular*-class cruiser is a self-contained module that can act as a completely secure setting for negotiations as well as a fully functional escape pod.

5	3	-2	DEF: 2	FOR: 1	STARBOARD: 1	AFT: 0	ARMOR: 4
SILHOUETTE	SPEED	HANDLING	HT THRESHOLD: 46				ST THRESHOLD: 24

Hull Type/Class: Light Cruiser/Consular

Manufacturer: Corellian Engineering Corporation.

Hyperdrive: Primary: Class 2, Backup: Class 14.

Navicomputer: Yes.

Sensor Range: Extreme.

Ship's Complement: One ship's captain, one pilot, one co-pilot, one navigator, one comms operator, four engineers.

Encumbrance Capacity: Up to 4,000, depending on configuration.

Passenger Capacity: Up to 24, depending on configuration.

Consumables: One year.

Price/Rarity: 3,000,000 credits/5.

Customization Hard Points: 6.

Weapons: None.

CONSULAR-CLASS CRUISER'S SALON POD

Located directly beneath the bridge of the standard-format *Consular*-class cruiser, the salon pod is a multiuse module that can serve as a lounge for the crew or passengers, a conference room for conducting delicate negotiations, or an escape pod. The salon is completely shielded to defeat any attempts at surveillance or recording and is heavily armored against any form of attack. Once the salon pod has been released from the cruiser, it has limited autonomous flight capability and should be able to reach any planet within its current system in a matter of days. The Salon pod's piloting station is hidden within one of the couches lining the circumference of the chamber, allowing a pilot to access rudimentary sensor, communications, and flight operation systems. A holoprojector, conference table, and other paraphernalia usually occupying the center of the space are stowed beneath the deck plating after ejection, while the couches and chairs are easily transformed into crash couches for

reentry, should that prove necessary. Due primarily to its dual role, the salon pod is considered by many to be the most comfortable escape craft in the galaxy.

3	2	-4	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 - - 0	1
			MT THRESHOLD	SS THRESHOLD
			10	4

Manufacturer: Corellian Engineering Corporation.
Hyperdrive: None.
Navicomputer: None.
Sensor Range: Medium.
Ship's Complement: One pilot.
Encumbrance Capacity: 5.
Passenger Capacity: 10.
Consumables: One week.
Cost/Rarity: Comes with ship.
Customization Hard Points: 0.
Weapons: None.



JEDI TRAINING CRUISER *CRUCIBLE*

The *Crucible* was a legendary ship that served the Jedi Order as a mobile training center and classroom for nearly a millennium. Little is known for certain about the ship, except that it was used to carry Jedi younglings to and from various locations during the standard curriculum of their training. The *Crucible* is believed to have been lost on the planet Florrum during the Clone Wars. Caught in the grip of the wars, the Jedi Council is believed not to have retrieved the wreckage, although no craft answering to the *Crucible's* description has ever been found on the planet's surface.

The *Crucible* is believed to have been nearly 100 meters in length. It had a distinctive hammerhead silhouette similar to that of the Corellian Engineering CR90 corvette,

although with a flat profile more reminiscent of the Corellian YT-1300 light freighter. Five massive ion engines housed in independent armatures extended back from the primary hull, providing excellent power and control.

The interior of the *Crucible* contained various compartments configured for physical, mental, and academic training as well as youngling dormitories and quarters for instructors and advisors. The Spartan decor was offset with individual touches provided by the various instructors, students, and crew members.

The *Crucible* appears to have been initially designed to provide the Jedi with a forward command and control base from which to lead military operations in the galactic hinterlands. As such, it would have possessed almost all

USING THE *CRUCIBLE* IN YOUR GAME

The *Crucible's* final fate is yet unknown. Even if it was salvaged from the surface of Florrum during the Clone Wars, there is no guarantee that it survived the remainder of the Clone Wars, or that the PCs could ever find it. Of course, if GMs wish to have this happen in their own game, their group can find the long-lost *Crucible* and have a campaign set around restoring it and turning it into a base of operations.

Alternatively, GMs can use the *Crucible's* profile to represent another training and instruction ship of their own invention. The GM will need to invent a unique backstory for the ship and explain how it got into the hands of the PCs. In return, such a vessel can prove to be a centerpiece for a memorable and exciting campaign.

The tools necessary to make it an excellent traveling classroom and training vessel. Many records were lost in the destruction of the Jedi Temple on Coruscant, and thus it cannot be known if there were other retrofitted corvettes serving a similar role for the Order at the time of the *Crucible's* destruction. It does not seem unreasonable, however, to assume that somewhere in the galaxy such a ship continues to exist, serving ideals some consider lost in time. In fact, many tales feature just such a ship, still cruising beyond the Outer Rim.

5	3	-1	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	2 1 1 2	3
			HT THRESHOLD	SS THRESHOLD
			44	28

Hull Type/Class: Patrol Cruiser/Unknown Class
Manufacturer: Believed to have been the Rendili Vehicle Corporation.
Hyperdrive: Primary: Class 3, Backup: None.
Navicomputer: Yes.
Sensor Range: Extreme.
Ship's Complement: One pilot, one engineer.
Encumbrance Capacity: 300.
Passenger Capacity: 10 students and instructors.
Consumables: One year.
Price/Rarity: 2,000,000 (R)/10
Customization Hard Points: 6.
Weapons: None.

ADDITIONAL RULES

Workshops: The interior of the *Crucible* was said to have contained several extensive workshops. Younglings spent time in these workshops constructing and repairing their lightsabers as well as learning other lessons involving maintenance and invention. When making Mechanics checks aboard the *Crucible*, the PCs always count as having the right tools for the job (see page 181 of the **FORCE AND DESTINY** Core Rulebook). In addition, once per session each character aboard the ship may make a **Hard (◆◆◆) Perception check**; if successful, they find one part for constructing a lightsaber worth 1,000 credits or less (the description of the part is up to the GM, but it should be exotic, antique, or otherwise distinctive).

Ancient Databanks: The databanks aboard the *Crucible* have accumulated a great deal of esoteric information over the years. Characters aboard the ship add automatic ✨🌀 to any Knowledge (Lore) or Astrogation checks they make.

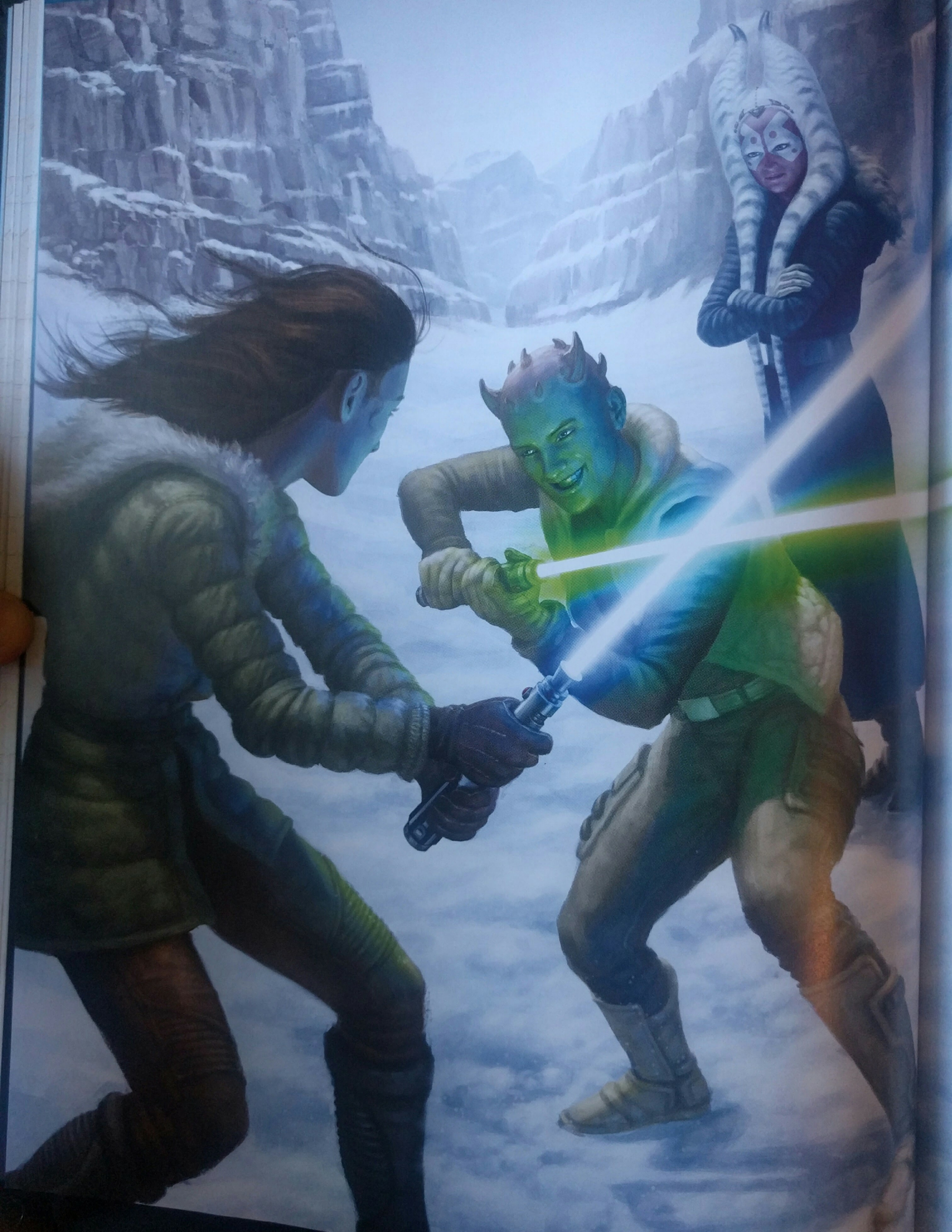
KAMINOAN OBSERVATION SHIP

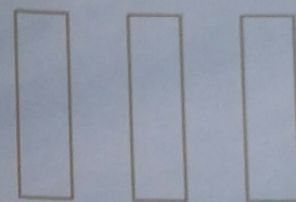
First developed by the cloners on Kamino to maintain oversight of their charges during training and deployment, these large ships were purpose-built to provide a mobile platform from which detailed, scientific observations could be made under a variety of circumstances. These ships were capable of following the operations of their clone armies into the field, assuring that the latest and most detailed data could be brought to bear in future training and cloning programs. With a state-of-the-art sensor suite, a navicomputer, and a full repulsorlift array beneath its hull for suborbital deployments, the Kaminoan observation ship was ideal for maintaining a watch over any sort of landscape, in combat conditions or in peacetime.

After the rise of the Galactic Empire, the Imperial Special Training Corps assumed the duties of quality control and training, and the Kaminoan observation ships quickly fell out of use. However, such assets could not be forgotten, and soon explorers, academies, and universities around the galaxy were clamoring for these mobile observation centers. The observation ships are ideal for tracking celestial phenomena, observing flora and fauna on a planet's surface, or tracking the actions and movements of study subjects across any terrain. The observation deck of one of these great ships, suspended beneath the bulbous outer hull, has become one of the most sought-after classrooms in the galaxy.

6	2	-2	DEF. FORE/PORT/STARBOARD/AFT	ARMOR
SILHOUETTE	SPEED	HANDLING	0 0 0 0	2
			HT THRESHOLD	SS THRESHOLD
			50	25

Hull Type/Class: Science Vessel/Observation Platform
Manufacturer: Kamino Engineering.
Hyperdrive: Primary: Class 2, Backup: Class 14.
Navicomputer: Yes.
Sensor Range: Extreme.
Ship's Complement: 6.
Encumbrance Capacity: 2,500.
Passenger Capacity: 20.
Consumables: Three months.
Price/Rarity: 750,000 credits/7.
Customization Hard Points: 6.
Weapons: None.





PATH TO PEACE

"My own counsel I will keep on who is to be trained."

—Yoda

Consulars encompass a wide variety of Force sensitives, including patient Arbiters, abstemious Ascetics, compassionate Healers, wary Niman Disciples, wise Sages, and generous Teachers. Involving such disparate characters in a campaign can present challenges, particularly when alongside a group of more combat-oriented characters. This chapter explores multiple ways to involve Consulars in a traditional campaign and even provides advice on how to design Consular-centric campaigns. Optional rules offer additional tools that can help GMs explore Consular themes in greater depth.

The Jedi believed the Force was to be used for knowledge and defense, and it is knowledge in particular that is the domain of the Consular. This knowledge can come from the guidance of a mentor, who can help aspiring Jedi on their path of discovery. This chapter contains extensive guidance

on creating and using mentors in a campaign to aid and influence a party throughout its journey.

This chapter also contains guidance on incorporating Consular characters into traditional campaigns, which the Consular aversion to violence can complicate. GMs will find suggestions for integrating Consulars within a party so they don't feel marginalized. Consular-focused adventure seeds are also included to give Consulars moments to shine and make use of their unique abilities.

In the interest of running scenes at the table in which Consulars take center stage, this chapter also presents some optional rules for expanding the use of Knowledge skills and running social encounters. These both add depth and provide guidance to ensure that such moments feel as epic and powerful as any combat encounter.

MENTORS

In **FORCE AND DESTINY**, most characters are emerging Force sensitives just discovering their connection to something greater, while simultaneously being hunted by the tyrannical Galactic Empire. Many in this era are forced to learn what they can on their own, or search for guidance in ancient, forbidden documents. However, a lucky few enjoy the guidance of a mentor who teaches students how to control the mystical energy field while simultaneously surrendering to its will.

Below is extensive guidance for using mentors in **FORCE AND DESTINY** campaigns, exploring how the mentor archetype is used in *Star Wars* to enhance a story. A suggested process is provided for creating mentor NPCs with rich histories and personalities, as well as guidance for creating a mentor's stat block. Finally, a series of iconic moments between students and mentors is explored, with suggestions on how to realize such moments at the table.

GUIDING VOICE

The mentor is a classic literary archetype common to heroic fiction throughout the ages. The primary role of mentors is to share their knowledge and wisdom with less experienced heroes. *Star Wars* has many such characters throughout its canon, the most iconic of whom is Jedi Master Yoda. However, the mentor does have a darker counterpart, who tempts and lures the hero toward a less noble path. Often known as the trickster, another classic archetype, this character also possesses secret knowledge and experience. *Star Wars* has perhaps the trickster's ultimate expression in Emperor Palpatine, who turned Anakin Skywalker to evil.

Researching classic literary mentors can be helpful in designing **FORCE AND DESTINY** mentor figures, and GMs with well-designed and well-played mentors can elevate a good game to a great one. Mentors can have their own story arcs that allow their relationships with their students to grow and evolve over the course of a campaign. They can also have storied histories, which the GM can reveal in bits and pieces over the course of play. These elements can combine to form a satisfying subplot that helps provide continuity between adventures while providing the party with some tangible benefits.

ICONIC MENTORS

The Jedi Order brimmed with iconic mentor figures from which GMs can take inspiration to craft their own, unique mentors. Prominent heroes such as Obi-Wan Kenobi, Ahsoka Tano, and Luke Skywalker owed their mentors a debt of gratitude and wouldn't likely have triumphed without the wisdom and knowledge of their teachers. Many would later go on to become mentors to other young heroes, passing on what they had learned.

Those capable of mentoring a student in the ways of the Force fall into three basic types: the trainer, the consultant, and the challenger. The trainer is part coach and part teammate, constantly at the student's side. The consultant stays

PLAYER CHARACTERS AS MENTORS

Within the context of a campaign, NPC mentors can be problematic in that PCs may try to abuse their power by too often asking for help with social and combat encounters. While limiting such overuse is discussed later in this chapter, another potential solution is to designate one PC as the mentor to another.

The PC mentor might narratively have had more training or simply be older, creating a natural mentor-student dynamic despite similar power levels. Like Kanan Jarrus, a mentor might have been hiding Force powers for some time and might only recently have resumed training.

PC mentors may wish to utilize some of the options in the **Creating a Mentor** section, page 70, for their characters. This can guide them in thinking about what their style of teaching and relationships with their apprentices might be like. The **Using a Mentor** section, page 74, can provide PCs with ideas for brief training activities they can initiate during downtime, such as while in hyperspace.

behind but provides vital insight and information for every heroic journey. The challenger is a spiritual mentor, focused on pushing students toward spiritual enlightenment.

Any type of mentor can bring a fresh element to a campaign, and a mentor isn't stuck within the confines of a single type. A mentor can take on some aspect of any type as needed or evolve from one type to another as the heroes' needs change. The PCs might even encounter multiple mentors of different types over the course of a campaign, with varying approaches and conflicting advice.

THE TRAINER

The trainer is the most common type of mentor figure in *Star Wars*, best embodied by the Jedi Padawan-Master relationship. This trainer provides students with basic Force skills and the philosophy surrounding when and how to use them. The Jedi tended to administer this type of training in the field, where students could learn in real conditions.

Master Qui-Gon Jinn teaching Obi-Wan Kenobi during their mission to Naboo is a perfect example of this relationship, as are the many other iconic Master-Padawan pairings throughout *Star Wars*. Obi-Wan Kenobi and Luke Skywalker, Kanan Jarrus and Ezra Bridger, and even Anakin Skywalker and Ahsoka Tano are all examples of trainers working to equip younger heroes with the skills and experience needed to walk the Jedi path on their own.

Sometimes, PCs might outgrow the need for the constant supervision the trainer provides. As students try to find their own way of doing things, the mentor might evolve into either a consultant or a challenger, giving heroes space to use skills honed under the trainer's tutelage and learn through experience.

CREATING A MENTOR

Mentors are pivotal figures in any Force user's story, making their creation an important step in preparing a **FORCE AND DESTINY** campaign. This section helps GMs create mentors with colorful histories, rich personalities, and unique statistics. While this section allows quick mentor generation, it is wise to carefully consider how a mentor fits into a campaign. GMs might further enrich mentors with the background, Motivation, and Morality systems in the **FORCE AND DESTINY** Core Rulebook.

While most mentors are powerful Force users, some might not use the Force at all. Perhaps the mentor is a lightsaber training droid like Huyang or an artificial intelligence interface for a holocron. Mentors might have worked closely with Force users, as Dexter Jettster or Captain Rex did, as they learned key concepts. A scholar who has studied Force-related history of the time before the Empire is also a suitable mentor. Mentors who are not Force users can still benefit substantially from the creation process that follows.

MENTOR HISTORY

Mentors aren't born as such; they're former students with a history of their own filled with adventures, mistakes, and lessons learned. During Imperial rule, GMs can quickly summarize a mentor's pertinent history by answering three key questions. First, how did the mentor learn about the Force? Second, what did the mentor do during the Clone Wars? Finally, how has the mentor avoided the attention of the Empire?

Even the most broad and basic answers to these open-ended questions should provide GMs with a framework of the mentor's prior experiences. After each question, potential answers are explored to guide and inspire GMs to create unique histories. Even if the mentor has little interest in reminiscing with the PCs, considering these questions provides something to latch onto when playing the character.

THE MENTOR'S TRAINING

How mentors learn about the Force is vital to informing who they are. Who trained the mentor? What was the trainer like? Did the trainer have the same understanding of the Force that the PCs possess, or was the trainer from a different Force tradition? Did the mentor receive proper instruction, or is the mentor self-taught from ancient manuscripts, holocrons, and HoloNet footage? Did the mentor complete training or leave it unfinished, or is it still ongoing?

- **Trained by the Jedi:** Before the Clone Wars, the Jedi Order was ten thousand strong, with thousands more washed-out Padawans working in the Jedi Service Corps. While a mentor with Jedi training conjures imagery of an aged Jedi Knight or Master, perhaps some only received partial training before the Order was destroyed. Others, like Ahsoka Tano, left the Order, discontinuing any training. GMs might develop the former masters of such mentors, and consider why their training ended prematurely. The mentor's former master might even appear later as a new mentor or adversary!

- **Trained Elsewhere:** Despite the Jedi dominance of the previous era, countless Force sects exist throughout the galaxy. Some come from worlds never incorporated into the Republic, like the wizards of Weik, while others developed in parallel even after joining the Republic, such as the Baran Do Sages, Dagoyan Masters, and Gand Findsmen. Other sects utilize techniques considered unnatural, such as the Sith Lords or Nightsisters. Most Force traditions are limited to a single planet or species, making it difficult for outsiders to grasp some of their teachings.

- **Self-Taught:** Many Force sensitives go undiscovered, by either failing the test for Force sensitivity or failing to be tested. However, their connection to the Force is no less real or full of potential. Some use the Force instinctively, unaware that their luck is a product of the Force. Others recognize their connection and appropriate any means of training available. While such mentors might be unable to translate their experiences into lessons effectively, they may have a hoard of documents and recordings gathered over decades that shed more light.

THE CLONE WARS

By the end of the Clone Wars, the conflict was seen as the largest of its kind in at least a millennium. As such, the galaxy-wide violence impacted most beings in some way. How a mentor was involved in the Clone Wars can illuminate key elements of the mentor's backstory before the formation of the Empire. Having the party visit the people and places impacted by their mentor's actions during the Clone Wars allows the PCs' relationship with the mentor to evolve as layers of the mentor's history become exposed.

GMs can use the following questions to define the mentor's experience during the Clone Wars. Did the mentor fight in the Clone Wars? If so, for which side and at which battles? Was a mentor who didn't fight a conscientious objector or a civilian? Was anyone close to the mentor lost during the fighting? At the end, how did the mentor escape Order 66? How did the fight affect the mentor's psyche and personality?

- **Clone Wars Veteran:** Force users fought alongside the Republic's clones and Separatist droids alike, their every action potentially affecting millions. Alternatively, the mentor might have served in a planetary defense force or mercenary unit working for either side, or even playing both against each other. How do allies, enemies, and locals remember the mentor's actions on the battlefield? Was the mentor a hero, butcher, or coward? Did the mentor lose any comrades in battle? Is the mentor in contact with an old unit? Are surviving comrades loyal to their old commander, the Empire, the Rebellion, or something else?
- **Conscientious Objector:** Not everyone was willing to fight, and many fled into the Unknown Regions or Wild Space in rejection of a galaxy inflamed with bloodlust. Did the mentor go into hiding or openly protest the conflict only to be branded a traitor or arrested? Why did the mentor object to the Clone Wars? Was it purely ideological, or did something happen to purge the taste for battle? Does the mentor regret or stand by those wartime decisions? How does the mentor feel about fighting the Empire?

- **Civilian:** Not all mentors fought in the Clone Wars; many were bystanders to or victims of the conflict. Was the mentor's family collateral damage during an air strike? Did a military invasion make the mentor a refugee, led to safety by a Force user? Did the mentor somehow escape any harm thanks to special connections? Does the mentor blame a faction or person for certain experiences? What became of the mentor's friends, family, and community? Can the mentor ever return home?

SURVIVING THE PURGE

When Chancellor Palpatine gave Order 66, the Jedi Order was effectively destroyed, its members slaughtered. How has the mentor avoided the Empire this long? When the Republic became the Empire, did the mentor run, hide, or stand and fight? Was the mentor captured? Did the mentor take any files or artifacts from the last days of the Jedi? Does the Empire know the mentor lives? If so, the party might find the mentor's problems can quickly become its own.

- **On the Run:** How long has the mentor been running? How far behind are Imperial agents? What resources does the mentor have to run with? Does the mentor have a goal beyond survival? Mentors who ran might have passed through hundreds of worlds and worked several different jobs, never stopping long. Paranoia has kept this mentor safe, and aspiring students might struggle to earn such a mentor's trust.
- **In Hiding:** How long has the mentor been hiding? Where is the mentor hiding? Does the Empire think the mentor is dead? How has isolation changed the mentor? Are locals aware of the mentor, and if so, what do they say or know? Do locals consider the mentor an eccentric old hermit? Mentors isolated for too long can be unpleas-

ant, with few social graces. This might distract students from recognizing what the mentor has to offer.

- **Resisting:** What made the mentor fight? Was it a sense of revenge, rage, despair, or duty? Who fights alongside the mentor? What position does the mentor hold within the group? What sort of operations does the mentor conduct? Does the mentor hide or flaunt his Force powers? While such mentors often welcome students, a history of open defiance or resistance against the Empire draws notice from Imperial agents. Any students the mentor takes on are likely to become priority Imperial targets quickly.
- **Captured:** Did the mentor try to run, hide, or fight before being captured? Is the mentor still held by the Empire? Was the prisoner released, or did he engineer an escape? Did the mentor give anything up under interrogation? Those who have dealt with prison are likely to bring a host of problems with them. The mentor might require the party to arrange a breakout, or interrogation might have broken the mentor's fighting spirit. The mentor might be monitored by the Empire in the hope of being led to Force sensitives, or the mentor might even be an Imperial agent.

MENTOR PERSONALITY

To get a sense of a mentor's personality, the tables below can serve as a starting place. Select or create a teaching style to define how the mentor interacts with students. Next, pick or create one or more complications that provide story opportunities. It is also suggested that GMs select a Morality for the mentor to fully round out their character.

TABLE 3-1: MENTORING STYLES

Style	Details
Parental	This mentor is warm and protective, like an ideal parent. While parental mentors expect obedience and aren't opposed to discipline, this mentor is generally compassionate. Sometimes this mentor can smother a student, hindering growth and independence in the name of protection.
Critical	The critical mentor is never satisfied, demanding absolute perfection. Compliments are rare, replaced with new lessons to master. Consequently, critical mentors sometimes drive students away, create feelings of inadequacy, or worse. However, there is no greater sense of achievement than earning a critical mentor's praise.
Complimentary	Complimentary mentors often have the most cheerful students, thanks to the steady diet of praise. The mentor endlessly compliments students, while addressing their weaknesses with limitless patience. These students are often dangerously unaware of their shortcomings and overestimate their strengths.
Cryptic	Some mentors believe the best way to learn a lesson is through personal experience. Cryptic mentors use puzzles, riddles, and nonsensical aphorisms, forcing students to derive their own meanings and lessons. These mentors can frustrate students at times, and training with them carries a risk that important lessons will go untaught.
Detached	Detached mentors barely acknowledge students, rarely communicating in more than grunts. Despite such standoffishness, detached mentors are astute and know just when to flood students with new techniques. These mentors alienate some students, but those who last are independent and confident in their skills.
Partner	The partner is more friend than authority figure, and the familiarity makes lessons fun and memorable. However, the lack of boundaries can breed disobedience. Some students might even question the mentor's warnings about the dark side as mere suggestions, sending the students down a dangerous path.
Adversarial	This mentor opposes students at every turn. No matter whether it is a physical, mental, or spiritual exercise, adversarial mentors turn everything into a competition and show little mercy. What feels like bullying can destroy a student's self-esteem or foster a sense of despair or contempt. However, durasteel sharpens durasteel, and students of adversarial mentors progress quickly.

TABLE 3-2: MENTOR COMPLICATIONS

Complications	Details
Physically Wounded	This mentor suffered a wound that prevents direct participation in most activities. This permanent injury might include a lost limb or sensory organ and may cause additional psychological complications over time. In extreme circumstances, the mentor might be able to overcome the injury temporarily through the Force.
Strict	This mentor expects severe adherence to several rules and conditions tied to Jedi dogma or of his own making. Disobedience can result in harsh or tedious punishments, or a cessation in training. This mentor's controlling nature provides students few outlets for creativity and little room for fun.
Remote	Some mentors are never physically available to their students. Some are merely in a hidden location using holotransmissions out of necessity or paranoia. Others refuse to leave an isolated location, and PCs must visit the mentor to train. Some even lack corporeal forms altogether, speaking from beyond or appearing only in visions.
No Force Connection	Not all mentors can manipulate the Force, but those who can't can still guide heroes toward Force mastery. Some may have worked closely with the Jedi, while others might have once been able to use the Force but have since mysteriously lost the willingness or ability to harness the mystical energy field.
Angry	Unresolved anger might express itself in any number of ways. Mentors might develop an intense hatred of droids, clones, the Empire, war in general, or even the Jedi Order. They might be generally irritable or possess a short temper. Angry teachers risk falling to the dark side or leading students toward evil.
Afraid	The Empire destroyed the Jedi and hunts survivors with dogged determination. The pressure of evading Imperial discovery can breed paranoia and fear that has festered for years. Fearful mentors are reluctant to do anything that might risk their safety.
Attached	This mentor has developed a potentially unhealthy attachment, usually to a romantic partner or child, but any person or group of people is possible. The mentor might even be attached to a creature, vehicle, place, or object. The mentor refuses to leave the object of attachment behind and can grow jealous, afraid, or angry if the attachment is threatened.
Addict	During extreme circumstances, many turn to spice, drink, or gambling to cope. A mentor who has succumbed to addiction has given up the hope of seeing peace, justice, and diplomacy return to the galaxy. This mentor might jeopardize the party's goals at the worst moments to satisfy the needs of addiction.
Psychologically Wounded	Traumatic events have broken this mentor mentally. Interrogation, years of isolation, the stress of living on the run, or narrow escapes from the Empire might have pushed the mentor over the edge. This mentor can teach the PCs much about the Force, but much of what the mentor says is completely unintelligible gibberish. Or is it?

MENTORING STYLE

All mentors seek to share knowledge and wisdom, but there are as many approaches to teaching as stars in the galaxy. When creating a mentor, the GM should choose one or more styles from **Table 3-1: Mentoring Styles**, or create one. The GM might decide that the mentor behaves differently toward specific members of the party. Some mentors might have a different style for each student, tailoring methods to get the best from each. GMs should feel free to assign different styles to different mentor-PC relationships, which can then evolve or change over time.

MENTOR COMPLICATIONS

Few mentors are perfect. Most have already seen war, experienced great loss, and endured traumatic events. Some wear the scars of the past physically, but most carry wounds much deeper. When students of the Force seek instruction, they may find their mentor needs rescuing from inner demons before they can receive any instruction.

When creating a mentor, GMs should use one or more complications from **Table 3-2: Mentor Complications**, or use the list as inspiration to create something unique. Complications can alter the means by which PCs interact with their mentor, or create new problems for the PCs that can serve as adventure hooks or complicate existing quests.

Complications are also an excellent way to help the GM create a character arc for a mentor. Overcoming one complication while adding more creates a sense of narrative thrust as the mentor grows and changes. A mentor might overcome a fear of the Empire only to replace it with anger. The mentor's actions might lead to suffering a terrible wound in combat. GMs can use complications like this to serve as milestones for mentor development, creating memorable scenes along the way.

MENTOR MORALITY

GMs can round out a mentor's personality by selecting a Morality (**FORCE AND DESTINY** Core Rulebook page 48). This provides two guiding emotional characteristics and defines where the mentor resides on the Morality scale. Morality, combined with a mentoring style, history, and any complications, should help develop a unique personality that reveals remarkable depth over the course of a campaign.

It is important to think about how a mentor's emotional strength and weakness might have played a role in the character's history, and how they might help or hurt with regard to mentoring style or exacerbating complications. An awareness of how these elements might interact is what makes a mentor come alive for the players.



MENTOR NPCs

Mentor stat blocks should be as unique as mentor personalities, and below is some basic guidance for creating mentors of the trainer, consultant, and challenger types. These stats are by no means definitive; GMs should feel free to create their own nemesis-level NPCs or even modify the Inquisitor-creation rules presented in the **FORCE AND DESTINY** Core Rulebook (pages 419–421) to create their own mentors.

MENTOR SKILLS

When building a mentor for the party, the GM should look at the mentor's skill suite, choose half of the skills listed, and give the mentor two ranks each in those skills. The GM should take the other half of the skills listed and give the mentor four ranks each in those skills.

Finally, the GM should select two skills not listed in the skill suite. He should give the mentor one rank each in those skills, to represent a more diverse and well-rounded NPC.

MENTOR TALENTS

In addition to the talents listed in the talent suite, GMs can select an additional five talents, ignoring tree prerequisites. However, if a talent requires having another talent in order to activate (such as Improved Wise Warrior), the improved talent can't function without the basic talent (Wise Warrior).

MENTOR FORCE POWERS

To determine what Force powers and upgrades a mentor possesses, the mentor first gets all of the basic Force powers in the appropriate force power suite. Then, add the PCs' total Force rating. The GM can select a number of upgrades for the mentor equal to the party's combined Force rating.

THE TRAINER [NEMESIS]

4	4	2	4	3	2
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
4	16	14	0	0	

Skill Suite: Athletics, Brawl, Cool, Coordination, Lightsaber, Medicine, Melee, Resilience, Survival, Vigilance.

Talent Suite: Force Rating 2, Parry 4, Reflect 4, Skilled Teacher 2.

Force Power Suite: Battle Meditation, Enhance, Move, Sense.

THE CONSULTANT [NEMESIS]

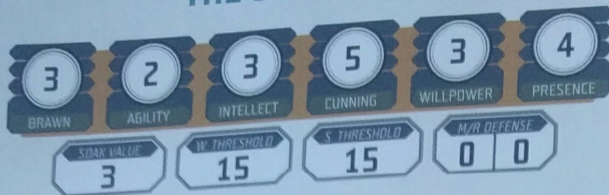
2	3	4	2	5	3
BRAWN	AGILITY	INTELLECT	CUNNING	WILLPOWER	PRESENCE
SOAK VALUE	W. THRESHOLD	S. THRESHOLD	M/R DEFENSE		
2	12	16	0	0	

Skill Suite: Charm, Computers, Deception, Discipline, Knowledge (All), Leadership, Negotiation, Perception, Streetwise.

Talent Suite: Force Rating 4, Parry 2, Reflect 2, Valuable Facts 2.

Force Power Suite: Heal/Harm, Influence, Misdirect, Seek.

THE CHALLENGER [NEMESIS]



Skill Suite: Charm, Cool, Deception, Discipline, Lightsaber, Melee, Perception, Ranged (Heavy), Ranged (Light), Vigilance.

Talent Suite: Force Rating 4, Master Instructor, Nobody's Fool 3, Parry 2, Reflect 2.

Force Power Suite: Foresee, Protect/Unleash, Seek, Sense.

USING A MENTOR

Mentors are unique NPCs who can provide both the GM and players with a variety of tools to enhance gameplay. Creative use of mentors can help GMs enhance the story or course-correct an adventure veering off track. Mentors also provide tangible mechanical benefits, which, if not watched closely, can overshadow the heroes.

ANCHORING THE STORY

Mentors can be valuable assets to drive and enhance the story of any campaign. Training encounters and the ever-shifting relationship between PCs and the mentor provide opportunities for story and character growth. In addition, as mentors and students grow closer, GMs can leverage a mentor's history for narrative fodder and adventure seeds, investing PCs in the outcome.

Even if a party selects a mentor as their starting resource, GMs can center early adventures on locating a mentor. Once secured, mentors can lead short training encounters that function as connective scenes between adventures. Parties might consult their mentor before starting new missions, or seek a mentor's advice during an ongoing quest. The mentor's relationship with each PC might evolve each time they interact.

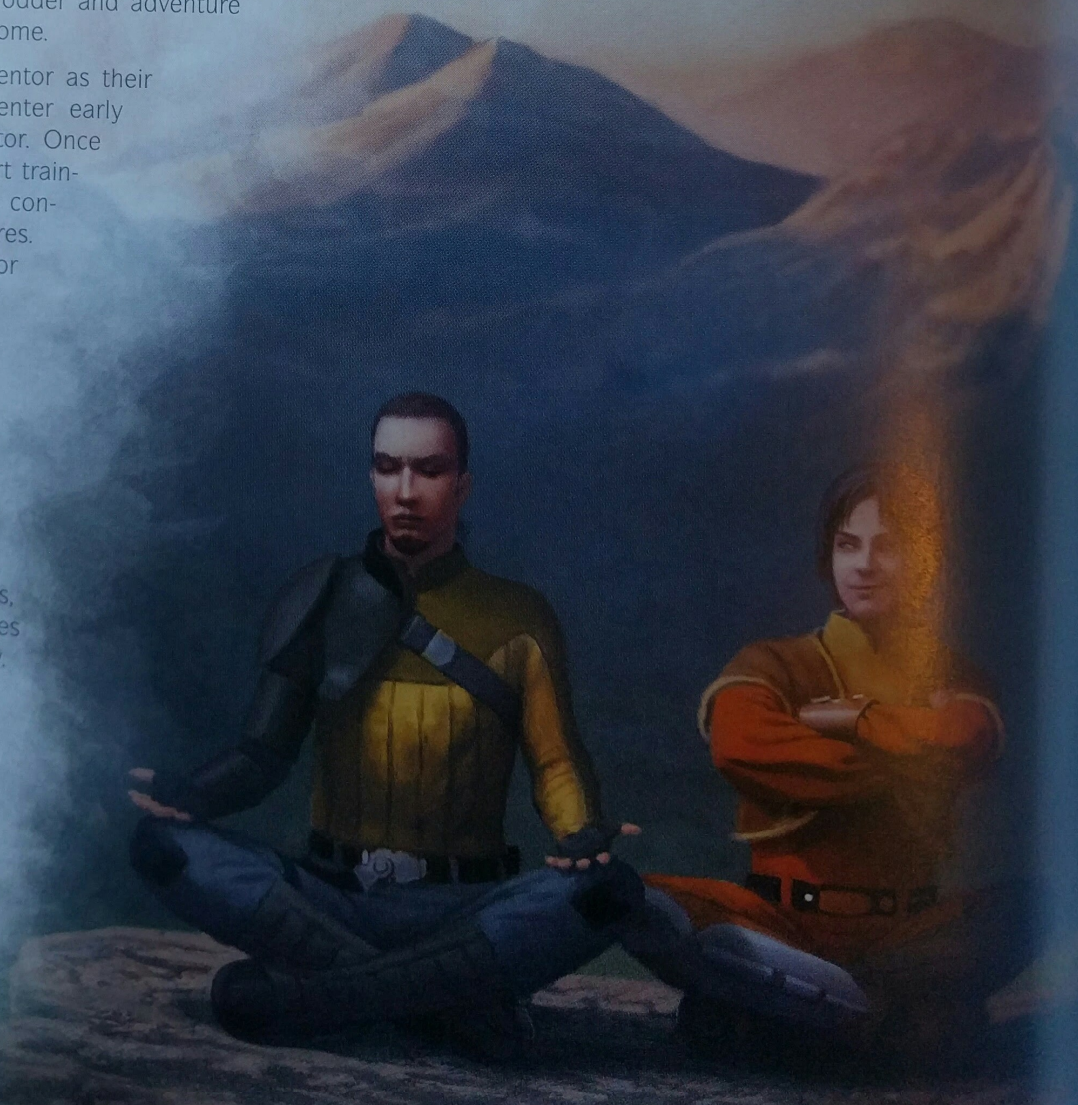
Mentors possess hard-earned knowledge gained over a lifetime, and GMs can mine mentor history for story seeds, connecting the party to adventures in a deep and meaningful way. There is a big difference between driving off an unknown Dark Jedi and driving off their mentor's fallen apprentice. GMs can also provide, out of context, pieces of the mentor's history in a way that creates an exciting subplot. Perhaps the mentor rotted in prison for years. If

the mentor refuses to discuss that time in prison, it creates a mystery about what happened there and how the mentor escaped. PCs might learn more of the story from other NPCs, research, or elsewhere until, after many, many adventures, they finally acquire the last, satisfying piece of the story.

NARRATIVE TOOL

Mentors are useful tools that help GMs invest and involve PCs in planned adventures. Most mentors have knowledge of various artifacts, vergences, other Force users, and more. For a party seeking to rebuild the Jedi, overthrow the Empire, or grow more powerful in the Force, a mentor can charge students with quests that advance the party's goals. Mentor-originated tasks also increase PCs' investment in success because of their relationship with the mentor. Even when adventures come from elsewhere, mentors might offer information that leads to other opportunities, perhaps forcing the party to choose between objectives.

Despite a GM's best-laid clues, players sometimes veer off course from prepared material. Fortunately, mentors provide the GM with an avenue for course-correction. While the GM can certainly have the mentor address the party, overusing this option can reduce the party's sense of player agency. It is far more effective a tool if PCs reach out to a mentor on their own. However, GMs must avoid letting the mentor decide for the party, instead using them to help clarify the



party's options before letting them make their own choice. Mentors can relate anecdotes about similar situations from their past, providing PCs with insight about their teacher.

MECHANICAL ADVANTAGE

Mentors bestow two primary benefits on the party. First, as stated in the **FORCE AND DESTINY** Core Rulebook, page 109, mentors provide a discount when purchasing the basic version of a Force power, representing their ability to help heroes learn new ways to manipulate the Force. Second, the mentor is a very powerful ally, able to provide privileged information to students and even make checks to assist PCs during social or combat encounters, at the GM's discretion.

LIMITING POWER

NPC mentors function as mission originators, information sources, and teachers. However, PCs may convince mentors to act in combat, social encounters, or even skill challenges. It is important that GMs don't let players abuse a mentor's capabilities to power through encounters. Finding the proper balance between party use and abuse of such a powerful resource is tricky, but there are ways to alleviate the problem.

The simplest way is for mentors to refuse a PC's call to action. Some mentors are unable to contribute because of injury or illness, which might appear in a stat block or as a narrative element. Other mentors might only appear to their students in visions, as Force spirits, or as holocron gatekeepers. Their lack of a physical body prevents them from making most checks.

Very few mentors know some battles are not theirs to fight. Mentors could alternatively be unwilling to risk discovery by the Empire or endangering their community or their planet. Obi-Wan Kenobi remained in hiding on Tatooine for decades and only agreed to assist Princess Leia because of the danger posed by the first Death Star. Only the gravest of threats can draw the mentor into the fray.

Once a mentor is convinced to join the fight, GMs must maintain balance between keeping the PCs in the spotlight and not trivializing the mentor's contributions. GMs can mitigate this problem by assigning mentors a separate objective, like when Obi-Wan Kenobi disabled a tractor beam and faced Darth Vader while Luke Skywalker rescued Princess Leia. Mentors can pursue objectives largely offscreen, though occasional skill checks to reveal progress can enhance drama.

THE HEROIC CYCLE

Archetypal figures like mentors interact with heroes in many ways, and these interactions are often integral in any epic story. There is a cyclic nature to the student-mentor relationship. Not all stories utilize the entirety of this cycle, and many narratives are able to cleverly subvert the cycle or otherwise turn it on its head for a satisfying story.

Regardless, the cycle begins with the student meeting the mentor, who then imparts wisdom. Newly armed with knowledge, the student succeeds and comes to rely on the mentor. Unfortunately, the mentor and student become separated, often by death, forcing the student to succeed

alone and mature. Finally, the student becomes the mentor to another young hero, completing the cycle. *Star Wars* has sketched out this cycle in Jedi Master and Padawan relationships many times on-screen and in other media.

MEETING THE MENTOR

Students and mentors can meet in countless ways: students might be seeking knowledge, or mentors might hope to pass theirs on. The two could meet through unlikely circumstances, brought together by the Force. The relationship the two have at first might be antagonistic, like that of Luke Skywalker and Master Yoda when they met on Dagobah, or the two might bond immediately, as Luke did with Obi-Wan Kenobi. When they first meet, the mentor or student might be dealing with any number of additional complications, whether a missing droid, a stranded noble, or a stolen ship.

GMs should strive to make meeting the mentor a memorable, cinematic event. The mentor can rescue the party from certain defeat in dramatic fashion, or test a hero's strength of character before revealing the mentor's true nature. Alternatively, the mentor and heroes might be rivals, until each realizes they have more to offer each other as allies.

MENTOR IMPARTS WISDOM

The primary function of a mentor is to pass knowledge on to the next generation of heroes, who then use that training and wisdom to complete their heroic journeys. Luke was able to free Princess Leia from the Death Star, rescue his friends on Cloud City, and ultimately redeem his father, by minding what he had learned from Obi-Wan Kenobi and Yoda.

For GMs, creating unique, iconic words of wisdom is difficult. It is far easier to find existing morals and aphorisms and tweak them to suit the *Star Wars* setting. If a GM is running a preplanned adventure, mentors can provide advice that is repeated later to resonate at a climactic decision point, especially if it involves a character's Morality. Remembering the mentor's words in the right moment might earn a player ☐ on a related check as if assisted.

Training sessions can function as encounters or even entire adventures. Students might have to spar with each other or their mentor in lightsaber combat, or complete various tasks with the power of the Force. GMs can use these movie-montage-like encounters as narrative counterpoints to show the effort of a PC gaining a new talent, skill rank, or Force power. It is important for GMs to make the mentor present in these sequences and let his personality shine so the PCs associate their newfound wisdom and skill with the mentor's guidance.

REMOVING THE MENTOR

After mentors have proven the value of their wisdom, students become reliant on that guidance, sometimes to the detriment of their own personal growth. It is at this moment that GMs should remove the mentor from the student. Luke was wholly dependent on Obi-Wan Kenobi and even more so on Master Yoda before each died. It is also possible for the mentor-student relationship to end in betrayal, as Anakin Skywalker betrayed Kenobi at the end of the Clone Wars. PCs may find that defeating the new evil their former mentor or student represents is now a priority objective.

feathers. An unwillingness to act allows discord to fester and can have severe consequences. The best way for mentors to expose weakness is to share visions of the potential futures in which the student fails to act, under the guise of mercy. These darker futures should harden the students' resolve and help them seek longer-term solutions to problems.

- **Obsession (Cool):** Obsession is another form of attachment that can prevent a student from seeing other, more important things. Mentors can position a choice between the student's obsession and a more noble Motivation. The way the student makes the choice can expose the depth of the obsession.
- **Arrogance (Cool):** Arrogance is often a defense mechanism when a student has a fear of inadequacy, but it can also be a way to disregard those who seem weaker. Mentors can bring out a student's arrogance through taunts or humiliating, public defeats. Mentors might humble their students personally or find another student or ally to do it for them.
- **Coldness (Discipline):** A lack of compassion for those who don't seem directly useful is common among students. However, it is often the will of the Force for help to come from the least likely of places. The mentor might send the student on a quest for lightsaber crystals at the bottom of Beggar's Lake, knowing that any beggar can teach a trick to accomplishing the task, if only the student shows compassion or kindness first. The PC's failure might reveal the depth of the PC's error.
- **Greed (Cool):** Selfishness is an ugly trait common throughout the galaxy and easy enough for mentors to test by offering food, riches, or even a position of power to a student. If the student hoards or lords the new-found resource over others instead of sharing the good fortune, the mentor can expose the student's failure.
- **Cruelty (Discipline):** Mentors can easily tease out cruelty from a student during a lightsaber sparring session against a less skilled student. It can just as easily be called out by a mentor who witnesses the student bullying others or mistreating animals.
- **Obstinace (Cool):** A stubborn student isn't open to the will of the Force or learning new things. Usually a form of pride, obstinace can be displayed by presenting a student with a seemingly simple, yet impossible task. A student might be too stubborn to admit defeat after a sparring match, unwilling to ask for help, or dead set against entertaining new ideas on how to accomplish a task.

CONFLICT RESOLUTION

After an adventure, when students might feel conflicted about their actions, mentors can discuss their students' choices or things students saw or endured and provide perspective. Mentors force students to look inward, acknowledge their true feelings about a subject, experience them, and then let them go.

Before resolving Conflict at the end of a session, or once per session directly after PCs generate Conflict, mentors

can counsel their students. The mentor should challenge conflicted students to look inward with a Sense Power check—or a **Hard (◆◆◆) Discipline check** if the PC does not have Sense—to determine their own current emotional state. Success means students identify their true feelings and properly cope. GMs may then reduce the Conflict generated by one of their actions by one to five points. Failure or using a ● to generate ● increases Conflict generated by one to five points, at the GM's discretion.

THE JEDI TRIALS

To become a Jedi Knight, Jedi Padawans were required to pass the Jedi Trials. Current Mentors can have their students face similar trials. Outside special exceptions, no student action should count toward the Jedi Trials until the student has achieved a Force rating of two or invested approximately 100 XP in Force powers or specializations from the careers presented in **FORCE AND DESTINY**.

While mentors can prepare trials for students, most happen organically on assignment. To have a PC action count as a trial while in the field, it must occur in a way that feels epic, saving the day at a critical juncture or climax of an adventure. Many of the Jedi Trials can utilize mentor encounters already described above, and are notated as such where appropriate.

- **Skill:** For guidance, reference any of the training exercises listed above. Mentors often select a Jedi ability the student struggles with most for this trial. However, in the field, a major show of skill in the face of extreme odds can suffice. Mentors often plan distractions during the Trial of Skill or factor in the student's ability to ignore distractions if it happens in the field.
- **Courage:** For guidance, reference the Fear bullet point in the **Emotional Weaknesses** section, on page 77. Alternatively, showing true courage in the face of overwhelming odds or a superior enemy, or overcoming a personal fear can qualify as overcoming the Trial of Courage.
- **Spirit:** For guidance, reference the PC's emotional weakness in the section above. This trial can also be passed by PCs who overcome their emotional weakness at a critical climax of an adventure or campaign.
- **Flesh:** For guidance, reference the Greed, Jealousy, or Obsession emotional weakness, above. Alternatively, this trial can be passed in the field by losing a dear friend, lover, or family member. While this person might have died, it might instead be the case that the student has simply overcome attachment to that person. Finally, suffering a Critical Injury roll of 100+ can also fulfill the trial requirements.
- **Insight:** For guidance, reference Recklessness in the Emotional Weaknesses section, on page 77. Alternatively, the Trial of Insight can involve a student's choosing to take an action entirely on instinct, without supporting evidence beyond a nudge from the Force or a gut feeling, which pays off in a major way.



ALTERNATIVE FORCE TRADITIONS

Beyond the Jedi Order, mentors can come from myriad Force traditions. Each sect has a unique training culture, morality, and philosophical view of the Force. Below are several popular Force traditions GMs can draw upon to provide mentors with a unique flavor. Each entry contains basic information on the sect, as well as a benefit and drawback to studying under a mentor of that tradition.

While Jedi mentors reduce the cost to purchase basic Force powers by 5 XP, as described in the **FORCE AND DESTINY** Core Rulebook, page 109, selecting a mentor from one of the traditions listed below provides different benefits. These alternate traditions' mechanical benefits replace the benefit for having a mentor detailed in the Core Rulebook. Training under such a mentor can affect how Force powers are used or how Conflict gets generated and resolved. Should the students leave or abandon the mentor, they can spend XP to negate the drawback (in the same way that they would spend XP on any other advance). The XP cost to remove a drawback is included in parentheses with each drawback.

BARAN DO SAGES

An ancient order of Kel Dors called the Baran Do protects the storm-ravaged world of Dorin. They have well-honed precognitive abilities, enabling them to begin early evacuations from lethal storms and advise government officials. The Jedi recruited Dorin's strongest Force sensitives for centuries, causing the order to fall into obscurity before Imperial rule.

Baran Do have organized their teachings into three branches based on natural elements. The Guided Wind encompasses the Bind, Enhance, and Move Force powers, while The Guided Lightning includes unique applications of Protect/Unleash. The Guided Stream features most uses of the Foresee and Sense Force powers.

While their mantra is patience and meditation, some Baran Do Sages also train in personal combat with a quarterstaff and master powers of the elements. Some Kel Dors find the Baran Do apathetic to suffering. Unmoved, the Sages remain subservient to the will of the Force, seeking to act at precisely the right place and time to avoid unintended consequences.

Benefit: Reduce the cost to purchase the Foresee, Move, and Protect/Unleash basic Force powers by 5 XP, to a minimum of 5 XP. Ignore the first two points of Conflict earned for using the Unleash Force power each session.

Drawback (15 XP): Before making major decisions, the Baran Do must meditate and reflect on their choice, sometimes for hours. Failure to do so, or engaging in rash behavior in general, generates 1 Conflict (in addition to any Conflict generated for the action performed).

DAGOYAN MASTERS

Advisors to the queen of Bardotta, the Dagoyan Masters enjoy a strong connection to the Force. The Jedi long tried to recruit them, but the Masters refused, comparing Jedi recruitment methods to kidnapping. During the Clone Wars, the Masters were victims, their leadership decimated by the Frangawl Cult and Mother Talzin. Fortunately, Queen Julia, leader of their order, survived and rebuilt the Dagoyan Masters.

The Dagoyan Masters are extreme pacifists and only wield the Force passively, never imposing their will on it. They use the Force for knowledge and meditate to receive visions and learn about the galaxy. However, their pacifism is so absolute that even self-defense is taboo.

Benefit: Reduce the cost to purchase any Control upgrades to the Foresee, Seek, or Sense Force powers by 5 XP, to a minimum of 5 XP.

Drawback (15 XP): Any Conflict generated by performing violent acts generates an additional 2 Conflict. If the character engages in any violent actions during an encounter, including violent actions that would not normally generate Conflict, such as self-defense, the character generates 2 Conflict at the end of the encounter.

GAND FINDSMEN

The Gand Findsmen's ability to navigate their mist-shrouded world to locate water and food, as well as to avoid danger, was essential to early survival on Gand. While advanced sensor equipment has made them obsolete at home, Findsmen's unique skills and uncanny intuition ensure employment as bounty hunters, assassins, and investigators across the galaxy.

To achieve their prescient abilities, Findsmen meditate daily, basking in the mist of their homeworld. Gands who travel offworld bring misting stones, which when placed in bubbling water recreate the required mists. Findsmen training includes chemical baths and even genetic manipulation to produce knobby growths on their exoskeletons. Some believe these growths contain glands that interact with the mist, creating a kind of temporary Force sensitivity.



ALTERNATIVE FORCE TRADITIONS

Beyond the Jedi Order, mentors can come from myriad Force traditions. Each sect has a unique training culture, morality, and philosophical view of the Force. Below are several popular Force traditions GMs can draw upon to provide mentors with a unique flavor. Each entry contains basic information on the sect, as well as a benefit and drawback to studying under a mentor of that tradition.

While Jedi mentors reduce the cost to purchase basic Force powers by 5 XP, as described in the **FORCE AND DESTINY** Core Rulebook, page 109, selecting a mentor from one of the traditions listed below provides different benefits. These alternate traditions' mechanical benefits replace the benefit for having a mentor detailed in the Core Rulebook. Training under such a mentor can affect how Force powers are used or how Conflict gets generated and resolved. Should the students leave or abandon the mentor, they can spend XP to negate the drawback (in the same way that they would spend XP on any other advance). The XP cost to remove a drawback is included in parentheses with each drawback.

BARAN DO SAGES

An ancient order of Kel Dors called the Baran Do protects the storm-ravaged world of Dorin. They have well-honed precognitive abilities, enabling them to begin early evacuations from lethal storms and advise government officials. The Jedi recruited Dorin's strongest Force sensitives for centuries, causing the order to fall into obscurity before Imperial rule.

Baran Do have organized their teachings into three branches based on natural elements. The Guided Wind encompasses the Bind, Enhance, and Move Force powers, while The Guided Lightning includes unique applications of Protect/Unleash. The Guided Stream features most uses of the Foresee and Sense Force powers.

While their mantra is patience and meditation, some Baran Do Sages also train in personal combat with a quarterstaff and master powers of the elements. Some Kel Dors find the Baran Do apathetic to suffering. Unmoved, the Sages remain subservient to the will of the Force, seeking to act at precisely the right place and time to avoid unintended consequences.

Benefit: Reduce the cost to purchase the Foresee, Move, and Protect/Unleash basic Force powers by 5 XP, to a minimum of 5 XP. Ignore the first two points of Conflict earned for using the Unleash Force power each session.

Drawback (15 XP): Before making major decisions, the Baran Do must meditate and reflect on their choice, sometimes for hours. Failure to do so, or engaging in rash behavior in general, generates 1 Conflict (in addition to any Conflict generated for the action performed).

DAGOYAN MASTERS

Advisors to the queen of Bardotta, the Dagoyan Masters enjoy a strong connection to the Force. The Jedi long tried to recruit them, but the Masters refused, comparing Jedi recruitment methods to kidnapping. During the Clone Wars, the Masters were victims, their leadership decimated by the Frangawl Cult and Mother Talzin. Fortunately, Queen Julia, leader of their order, survived and rebuilt the Dagoyan Masters.

The Dagoyan Masters are extreme pacifists and only wield the Force passively, never imposing their will on it. They use the Force for knowledge and meditate to receive visions and learn about the galaxy. However, their pacifism is so absolute that even self-defense is taboo.

Benefit: Reduce the cost to purchase any Control upgrades to the Foresee, Seek, or Sense Force powers by 5 XP, to a minimum of 5 XP.

Drawback (15 XP): Any Conflict generated by performing violent acts generates an additional 2 Conflict. If the character engages in any violent actions during an encounter, including violent actions that would not normally generate Conflict, such as self-defense, the character generates 2 Conflict at the end of the encounter.

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To achieve their prescient abilities, Findsmen meditate daily, basking in the mist of their homeworld. Gands who travel offworld bring misting stones, which when placed in bubbling water recreate the required mists. Findsmen training includes chemical baths and even genetic manipulation to produce knobby growths on their exoskeletons. Some believe these growths contain glands that interact with the mist, creating a kind of temporary Force sensitivity.

Findsmen are well versed in combat and have their own martial art focused on very precise strikes capable of piercing exoskeletons or armor plating alike. While Findsmen who have left Gand are familiar with arsenals of weaponry, traditional Findsmen wield Gand shockprods, a long, forked staff that is part weapon and part divining rod.

Benefit: Reduce the cost to purchase the Foresee and Seek basic Force powers by 5 XP, to a minimum of 5 XP. Also reduce the cost to purchase any Control or Mastery upgrades to the Seek Force power by 5 XP, to a minimum of 5 XP.

Drawback (15 XP): A character who wishes to use the Seek or Foresee power must first meditate for three hours (preferably while using a misting stone).

SITH LORDS

While their true origins are shrouded in mystery, legend suggests the Sith have plagued the Jedi Order for millennia. While the Jedi thought the Sith threat ended long ago, they resurfaced just before the Clone Wars after

centuries of scheming from the shadows. Ultimately, the Sith destroyed the Jedi Order and replaced the Republic with their Galactic Empire.

Sith operated in pairs: a Master to embody the power, and an apprentice to crave it. A dark reflection of the Jedi, Sith even had their own code lauding passion, strength, power, and victory. Still, it was stealth, subterfuge, manipulation, and long-term thinking that ultimately delivered victory.

The Sith were lethal combatants with skills to rival any Jedi. They favored lightsabers with red blades and had their own lightsaber combat form, Dun Möch, which channeled rage, aggression, and intimidation into victory. Like the Jedi, Sith incorporated Force powers seamlessly into lightsaber combat.

Benefit: Reduce the cost to purchase the Heal/Harm, Misdirect, and Protect/Unleash basic Force powers by 15 XP, to a minimum of 5 XP.

Drawback (30 XP): If, after resolving Conflict, a student's Morality decreases, double the amount by which the Morality drops. (While a character can buy off the drawback, this does not change the character's existing Morality value).

KNOWLEDGE IS POWER

In a technologically advanced setting, an individual does not always need to be able to immediately recall every piece of information in order to be professionally effective. The HoloNet contains a vast range of knowledge, which can be accessed from any datapad. However, just being able to read or view the information is not always enough to understand a problem and find its solution. Each field of study has a distinctive terminology and thought process. Before making use of the field's resources, a character must first understand those core concepts.

Consequently, it is reasonable to consider that a character's rank in a particular Knowledge skill does not simply represent every detail that individual has memorized. While that must factor into the rank, it could be a secondary factor. Instead, the character's ability to understand the field's unique dialect and to employ easily accessed information from the field can be the most critical aspects. As such, a Knowledge skill check might represent the character calling up a convenient databank and cross-referencing the information at hand with the problem. This may only take a moment's effort if the character is particularly proficient in the field's jargon. Essentially, the character uses a relevant field guide to answer a question in short order. Having convenient access to the information and knowing how to interpret it appropriately is incorporated into the character's Knowledge skill rank.

Yet, even the most convenient of digital tools still require a few moments to use. When a character generates ϕ or a great deal more ψ than can be easily allocated, this could represent information the character knew off-hand. At the GM's discretion, this might mean that the character recalled

the information particularly quickly or could obtain an additional bonus based upon the level of knowledge available.

Conversely, a simple failure might not always mean that the character did not know the information or recovered incorrect information. While that is certainly an option—particularly if the required check was especially difficult—a failure might simply mean that the character requires more time to solve the riddle. Similarly, a success with unresolved \otimes could mean that succeeding on the check took an inconveniently long amount of time.

CRUCIAL QUESTIONS

When designing an adventure, Knowledge skills can be a particularly tricky element to consider. Often, characters need to have a critical piece of information in order to advance the plot. This could be the home planet of a foe—revealed through a Xenology check—or the purpose of an unusual artifact—identified with a Lore check. If the characters lack the necessary skills or fail the key check, the adventure can grind to an abrupt halt.

When this happens, the players and their characters are left scrambling. They might not even realize that they have missed the important clue. Instead, hours or even multiple game sessions could be spent trying to find the next step, without realizing that they already have the important lead in their possession. Minor leads can be investigated in excruciating detail, forcing the GM to develop new characters and side quests to fill time. Even as this goes on, the heroes could fall ever further behind their opponents, potentially leading to the failure of a broad-reaching mission.



If Gabrielle succeeds by a significant margin, then she recognizes a key element on the map. She can immediately orient the map and knows the next step. The heroes need only proceed to their ship and head out to the last known location of the holocron.

With a single net ☆, Gabrielle can properly orient the map, and establish a starting point for her group to begin their search. However, she does not understand the language that it is written in, and may be missing some important information, such as hazards along the route! ☹ on the check may mean that she can find a scholar who speaks a long-lost dialect. ☹, on the other hand, may mean that Gabrielle thinks she understands the language when she really doesn't, which could lead to a major problem later!

With a single net ▼, Gabrielle does not recognize the language or any of the planetary iconography. However, she knows that the map is roughly 4,000 years old. This suggests that she should get in touch with a local amateur historian. The historian can then direct her to the linguist, who can eventually get her on track. This may take a day or two, and certainly spurs rumors that Gabrielle is trying to recover a holocron.

With a more significant failure (perhaps ▼ with ☹), Gabrielle is utterly befuddled by the map. Fortunately, she has an underworld contact who happens to be an amateur cartographer. He is capable of putting her in touch with a knowledgeable historian—for a price. Gabrielle must do a favor for her contact before following up on the map. That favor could constitute a minor adventure in its own right. How difficult the favor is depends on the ☹ or ☹ generated.

Adventures designed using this approach have the advantage that they are more open to a broader range of characters. It addresses the potential for dice variation as well as the possibility that the heroes might not have the skill appropriate for a specific situation. This avoids the issue of leaving the characters without a clear path to pursue. Instead, they are able to see a path that can lead them to achieving their goals, even if it might be indirect. Ultimately, this can provide a more fulfilling experience for the players and the GM.

The same missed clue can be extremely frustrating for the GM as well. Trying to provide the characters with another way to uncover the same fact may be particularly complex. It is far too easy to be heavy-handed, giving the answer in a direct fashion.

Such a solution typically spoils the tension of the scene. Players may feel that their characters' actions have little effect on the story, as disaster is averted regardless. Worse yet, it can make the players feel like their characters were forced into following a specific, narrow path to resolve the mystery.

A better approach is to design a critical check to be resolved in such a way that, even with a failure, the heroes have a path to uncovering the data. The degree of success or failure could simply impact the difficulty involved in uncovering the key bit of information.

For example, consider a situation in which Gabrielle Carepath, a human Consular, uncovers a map that she thinks might lead to a precious Jedi holocron. Initially, she has no point of reference for it. Before she can even attempt to follow the trail, she must first properly orient the map. This requires a **Hard (◆◆◆) Knowledge (Outer Rim) check**.

APPROACHING KNOWLEDGE

The **FORCE AND DESTINY** Core Rulebook is relatively brief in its presentation of Knowledge skill use. While it explains the topics that these skills cover, it does not delve deeply into setting thresholds for success. The GM needs to consider the most appropriate way to dispense the critical knowledge for any adventure. Some of this must be considered when planning the adventure, but other information could be incidental, particularly if it is less crucial.



This section presents two different ways to address Knowledge skill checks. Either can work effectively, though the first is more effective for GMs who prefer to plan out their adventures in detail, while the latter is more effective for those who like to be more spontaneous. The latter solution also offers players a way to directly change

the adventure, creating connections based upon their characters' Knowledge skills. The goal for both approaches is to help the GM build scenarios that complement the specialties of the characters the players have chosen to portray.

RESOLUTION CHARTS

For adventures that are planned out in detail, the GM may choose to set net success thresholds for various levels of information to divulge based upon the types of challenges the characters face and the questions they could ask. When designing these charts, the GM must set threshold intervals for each chart based upon the number of ★ characters achieve with Knowledge checks. It is a good idea to consider how to apply ☹ on the charts as well. This could add ancillary information or might reduce the time required to complete the checks.

When setting up these kinds of checks, the GM should keep in mind that the information need not be instantly available to the characters. The process of completing the check might require them to talk to different specialists, spend time studying the HoloNet, or even track down arcane records maintained by secretive organizations.

Before the check is made, the GM may wish to have players roleplay the steps the PCs take to obtain the information, applying  or  to their check based on their groundwork and roleplaying.

Good resolution charts could also be completed incrementally over a series of checks. If a hero's first attempt does not provide all of the information, exploiting a new path could offer the possibility of more information. The results of further checks could then be added to the total successes from the earlier check, unlocking new tiers of information on the chart.

For example, Gabrielle must identify the purpose and origin of an artifact to repay a favor from a smuggler contact. The GM has had this artifact in mind for some time as a hook to launch a new



Success	The language on the artifact is not a script or writing style currently in use by any of the Galactic Empire's member worlds. It is also not included in any databanks of standard forms of communication.
☆☆	The artifact is clearly ancient, based on tests of the materials integrated in its construction it is at least fifteen thousand years old. Further, the specific materials are not consistent with any modern manufacturing processes.
☆☆☆	The artistic style incorporated in the artifact is consistent with an archaeological exhibit that has been on display on various Core Worlds over the past few years. The exhibit displays items recovered from dead planets in the Unknown Region.
☆☆☆☆	A xenoarchaeologist involved in the research was taken into Imperial custody after he admitted that some of the artifacts may have been used by a cult of Force adepts. It's likely that this artifact was another one of his finds, but the only way to be certain is to talk to the researcher or one of his aides.

adventure. To prepare for the session, the GM created **Table 3-3: Artifact Origins Information**. She begins by trying to identify the language of the unusual script written on the device. The GM knows that the artifact is from a long-dead alien race that dwelt in the Unknown Regions thousands of years ago. He decides that identifying its origins requires a **Daunting (◆◆◆◆) Lore check**. He also decides that the base time for each check is four hours. Every ☹️ decreases that time by fifteen minutes, while each 😊 adds another fifteen minutes to the time required.

Gabrielle begins her research with visits to a number of antiquities traders in the local bazaar district, looking for similar iconography. The GM decides this is worth ☐☐ to the check. Her roll yields ☆☆, which is enough to reveal the information from the first two tiers of information about the artifact. Gabrielle now believes that the artifact came from a previously unknown race and is even more ancient than her smuggler friend thought.

Unfortunately, this is not enough data to satisfy her contact. Gabrielle decides that her next step needs to let her delve further into the artifact's origins. She decides to visit the xenoarchaeology department at the planet's university. After showing the artifact to one of the professors, Gabrielle makes another check, earning ☆, but also incurring ☹️☹️☹️. This reveals the third tier of information on **Table 3-3: Artifact Origins Information**. So, Gabrielle decides that perhaps a visit to the exhibit is in order.

Rather than having the ☹️ add time to the test, the GM decides that this means that the professor knew more information than he chose to share. (Gabrielle failed her Perception check to recognize his subterfuge.) In fact, he recognized the artifact as a device used by an ancient cult of Force adepts, as noted in the table's final tier. However, fearing the consequence of sharing the information, the researcher instead tipped off the Imperial Security Bureau about the artifact and Gabrielle's interest in it. Now, Gabrielle may need to deal with an Imperial entanglement as she continues to track down the artifact's origins and use.

The GM can sketch out similar charts for key elements of each adventure in advance. While this does take a few moments, having them handy can save a great deal of time in gameplay. When constructing a chart like this, an important consideration is to make certain that the information is incremental. Data revealed in later tiers of the chart should

build upon what came in the earlier tiers. It can also be useful to have a clear path for additional research suggested by the data in the first tier. For example, knowing that the language on the artifact is not a known tongue suggests that it could be a code, an ancient language, or from an unknown culture. This presents a number of different avenues for investigation.

An important caveat is to make certain that all of the answers remain linked within a particular Knowledge skill. In some instances, it may be appropriate to have multiple charts for a given piece of research, each of which is linked to a different Knowledge skill. Success on one of the charts might give ☐ to checks on another chart. This can enable characters to pool their information, enhancing their chances for success.

DYNAMIC KNOWLEDGE

Another way to approach Knowledge skill checks is to make them a more dynamic part of gameplay. Instead of the GM calling for a Knowledge skill, a player could offer to make a check, with the Knowledge skill he chose being based on the situation at hand. The character's success on the check would enable the player to potentially introduce new facts surrounding the item in question through the lens of the skill used. These insights should come from the player rather than the GM, though they must be linked to the skill used for the check.

In this way, the character's knowledge can be used to transform the scene. For instance, an Outer Rim expert might recognize that a bit of embroidery on an NPC's jacket offers a clue about her social standing. An underworld investigator could identify a group of supposed merchants as Black Sun smugglers. A hero with a high rank in the Education skill could know that two seemingly innocuous barrels of liquids form a flammable resin if mixed. When players introduce elements such as these to a scene, their characters can use them to develop an idea of their own creation. That, in turn, gives the players a sense of empowerment and investment in the game session, often contributing to a more enjoyable experience for everyone.

When using this approach, the GM must take care to explain it to the other members of the game group. Unless the players know that this is an option, they are unlikely to offer to make Knowledge checks. In fact, GMs might even want to prompt

KNOWLEDGE AND BONUSES

A successful Knowledge check can do more than just reveal clues to solve a puzzle. Instead, it could offer an insight into the current situation. GMs may wish to call for incidental Knowledge checks during a dramatic scene. A success might reveal a key fact that could modify how the heroes attempt to resolve the scene or even offer a bonus to an action.

For example, when the heroes encounter a creature that is new to them, the GM could call for an **Average** (◆◆) **Xenology** check. Upon success, the heroes recognize that the creature is scared of fire. If they choose to charge the creature while holding a torch, it must make a fear check.

Keeping such specific bonuses in mind can add depth to the campaign and provide a clear benefit to Knowledge skills. This provides a character with such skills with a way to aid the party, even if the character is less effective in skills that are immediately relevant to the task at hand.

players with the suggestion when they know that a character has a skill that could be used to change the current situation.

The GM must also be ready to assign a difficulty for the check. That difficulty should reflect not only how arcane the

associated information might be, but also how flexible the current situation could be. For example, if the GM needs the current scene to play out as expected, then a higher difficulty could be appropriate, even for a more incidental encounter. Heavy-handedness in this regard, however, is discouraged. The GM must remain open to players influencing the scene whenever possible. This reflects the collaborative nature of the game experience. Checks of this kind should rarely be more difficult than **Average** (◆◆).

At the same time, players need to be reasonable with the elements that they choose to introduce, based upon the number of ☆ and ☹ they achieve on the check. A single ☆ might be enough to grant the heroes a ■ on future checks, while several could completely shift the balance of power in a scene. Similarly, ☹ could indicate a flaw in the insight, possibly an element that might hinder the heroes' efforts. It might even be a complication that could add further depth to a scene or provide a new connection. In the end, GMs must use their judgement to adjudicate what is a reasonable change based upon the results of the check.

For example, when traveling through an Outer Rim spaceport, the GM explains that Gabrielle spots a Rodian merchant dealing in antiquities. Gabrielle's player asks to make a Knowledge (Underworld) check, and nets ☆ ☆ with ☹ ☹. Gabrielle's player suggests that the dealer has ties to a syndicate that owes her a favor, so he should be more willing to cooperate. The GM decides that, due to the threat, the merchant plans to tip off a third party concerning the artifact about which she has inquired.

CONSULAR CHARACTERS IN THE PARTY

Consulars consider it their duty to represent the interests of the Jedi and the Alliance to the galaxy at large. Where others seek to protect the weak and the innocent or to stand as bulwarks against the tide of evil and darkness, Consulars hope that, by spreading knowledge and wisdom while working toward peace in all things, they may render the efforts of the others unnecessary. Consulars seek to show others the hope of a better future not only for themselves, but also for the galaxy as a whole.

If this hope can be found in the past, a Consular will go to great lengths to discover it and bring it into the light of the present. If, by some esoteric piece of knowledge or little-known skill, the hope of peace can be brought to those most in need of it, the Consular does not rest until that promise has been delivered. Consulars' efforts are tireless and unrelenting, whether they focus on restoring life and health to those in need, or educating future generations in the ways of working for peace for themselves. And, of course, there are those who seek the hope that can only come through the Force itself and an understanding of its ways.

ARBITER

Arbiters mediate disputes and help bring peace to troubled people. Whether that means resolving a dispute between two warring factions or finding compromise between two individuals locked in some personal conflict makes little difference. Disputes between fellow party members are often of special interest to the Arbiters, as they seek to maintain peace and harmony among their companions. Many a party has benefited from an Arbiter's skills when negotiating with merchants and others with whom they would do business. A wise Arbiter knows that even the most seemingly insignificant difficulty can present an opportunity for the grasping tentacles of evil and despair to take hold.

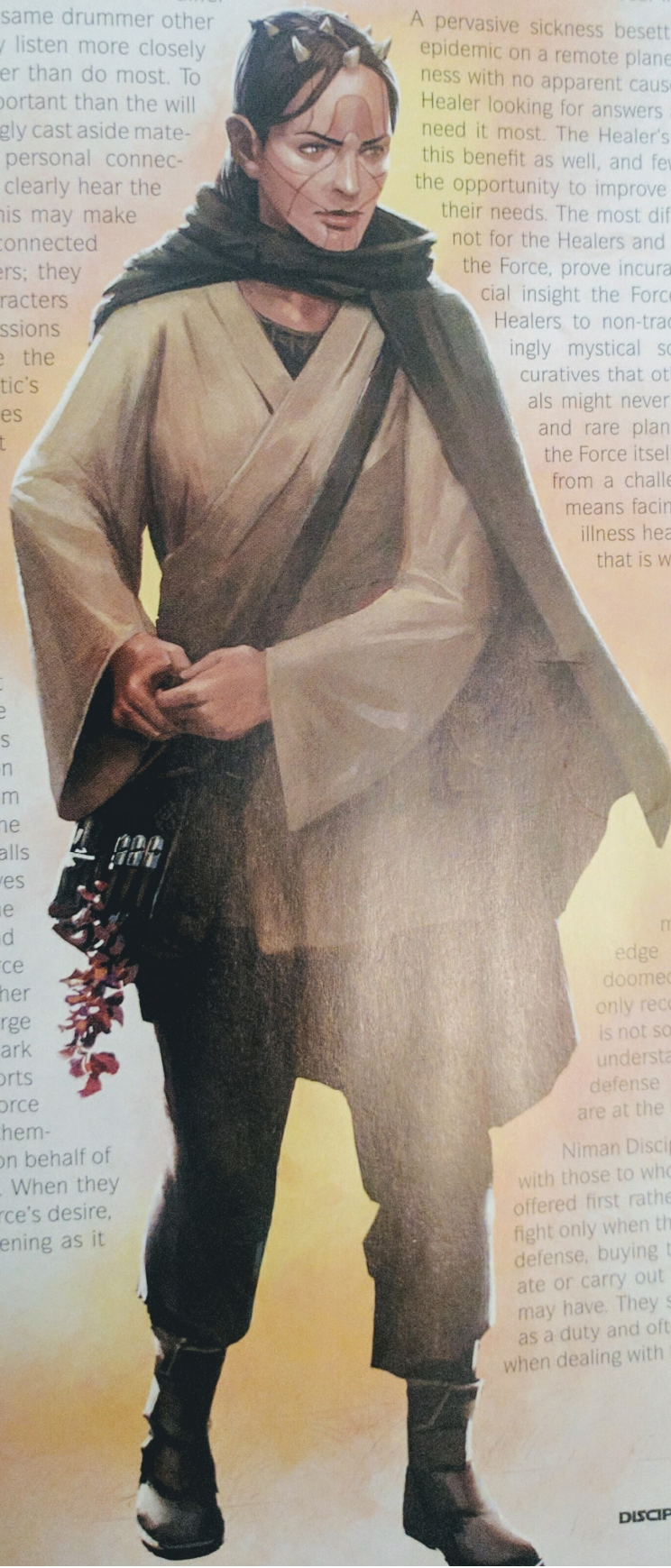
Arbiters seek out these opportunities and relish resolving them to the best of their abilities. They take an interest in everything from governmental disputes, to territorial fights between a planet's warring tribes, to complicated and intricate business dealings. Even the disagreements of two learned scholars may hold interest for an Arbiter. In fact, it is often the case that an Arbiter is specifically requested to help deal with any of a variety of disagreements among

opposed factions of any type. Many Arbiters through the years have found themselves resolving the disputes of two underworld figures who have grown weary of the constant killing necessitated by their rivalry. Arbiters are more than willing to help, knowing that at some future date, the course of peace may bring those they have helped to their own aide, through the will of the Force.

ASCETIC

It's not that Ascetics march to the beat of a different drummer. They hear the same drummer other Force users do. It's that they listen more closely and carefully to that drummer than do most. To Ascetics, nothing is more important than the will of the Living Force. They willingly cast aside material possessions and close personal connections so that they may more clearly hear the subtle voice of the Force. This may make them seem distant and unconnected to their fellow party members; they may even urge the other characters to eschew material possessions themselves. However, once the party understands the Ascetic's reasons for doing so, and sees the benefits it brings not just to the Ascetic but to themselves as well, they may come to respect the Ascetic's ways.

By following the Force closely, Ascetics gain a connection to the Force that few others ever dream about, let alone experience. The Force moves them where it wills and directs them to action on its behalf. They gain wisdom and strength directly from the Force by answering these calls and often find themselves working to ensure that the Force remains strong and whole. Anywhere the Force itself is threatened, whether that means a sudden upsurge in the activity of the dark side of the Force or efforts to stamp out light side Force users, Ascetics can find themselves drawn to intervene on behalf of the light side of the Force. When they have accomplished the Force's desire, they move on, always listening as it directs their steps.



HEALER

Wherever the sick, injured, or dying are, so too is the Healer. While others skilled in the medical arts are often called on to treat those wounded in battle or to provide emergency medical care to individuals hurt in the line of duty, the Healer does more than that. To Healers, it is just as important to root out the cause of disease or the source of illness wherever it may be. In addition to traditional medical skills, Healers can also bring the Force to bear in their efforts to cure.

A pervasive sickness besetting villages, a sudden epidemic on a remote planet, or even a strange illness with no apparent cause are likely to attract a Healer looking for answers and helping those who need it most. The Healer's party, of course, sees this benefit as well, and few begrudge the Healer the opportunity to improve skills or to minister to their needs. The most difficult sickness would, if not for the Healers and their ability to tap into the Force, prove incurable and fatal. The special insight the Force provides often leads Healers to non-traditional or even seemingly mystical solutions. Healers seek curatives that other medical professionals might never consider, from strange and rare plants to manipulations of the Force itself. A Healer does not shy from a challenge. If restored health means facing an external source of illness head on and eliminating it, that is what the Healer does.

NIMAN DISCIPLE

Niman Disciples occupy a strange place among a group of Force users known for their compassion and efforts to bring peace and hope to others. To some, they might seem to acknowledge that these efforts are doomed to failure and that the only recourse will be to fight. This is not so. Rather, Niman Disciples understand that their role is the defense of peace and that they are at the front line of that defense.

Niman Disciples are often sent to deal with those to whom redemption should be offered first rather than destruction. They fight only when they must, and then only in defense, buying time for others to negotiate or carry out such other plans as they may have. They see defense of their party as a duty and often a key piece of strategy when dealing with those who would do them

harm or disrupt their plans. Those same plans are often guided by Niman Disciples' desire to protect as much life as they can and to do as little harm as possible. Niman Disciples protect those who negotiate for peace, understanding that even the best intentions sometimes go wrong, but also that such a situation can be salvaged if one is prepared not to kill but to defend. Where innocents are present amid fighting, Niman Disciples are often the first to step forward in an effort to protect them from others.

SAGE

Sages seek knowledge in all its forms, for with knowledge comes understanding, and understanding is the first step on the road to peace. Yet this is not their only goal. Sages need wisdom in order to understand how to best interpret and use the knowledge they have gained.

The holocrons of lost Jedi Masters. The secrets of old temples. The stories told out in the farthest reaches of the galaxy. History locked away, not just in old libraries and museums, but in the heads of those who still remember ancient fables once told only around a guttering campfire. These are all likely to spark the interest of Sages and send them out in search of that one particular thought, or idea, or piece of data with which they can make a difference and help others set a different path than one of violence and fear.

Sages do their best to apprise their party of any information they may need to successfully complete their missions and fully assess any situation they may encounter. In moments of despair, it is often Sages who supply the vital knowledge that presents the opportunity for their party's victory. The best a Sage can do is to bring out some piece of forgotten lore that ends a war, or the piece of wisdom that changes the course of a life. These are the opportunities the Sage relishes.

TEACHER

Few others in the galaxy hold such immense power in their hands. By their words and deeds, Teachers set a course for the future that few, if any, can avoid. And yet, it is often a future those Teachers themselves will not live to see.

To Teachers falls the responsibility of training the next generation of Force users. Present Teachers with an untrained Force-sensitive pupil, and they will recognize both the great potential in front of them and the great responsibility. All the future lies ahead of the pupil, and the Teacher is about to set that pupil on the first steps down that path. Tragically, however, not all students adhere to their Teachers' lessons. Should one go astray, Teachers often take it upon themselves to reclaim the wayward student and return their charge to the fold.

Even when Teachers do not have a dedicated student learning the ways of the Force, they delight in teaching. The Teacher's party benefits most when they are receptive to their colleague's teachings, for no new skill or ability is learned entirely in a vacuum. Those who have among them a Teacher willing to share knowledge and skills count themselves lucky. The galaxy is a wiser place where the Teacher goes.



CONSULAR ENCOUNTERS AND ADVENTURES

Consulars thrive on the ability to use the knowledge they have gained from both their studies and their wider experience in the galaxy. Whether applying this knowledge to resolve situations peacefully, to heal the weak and injured, or to train the next generation, they take up with enthusiasm any opportunity to make a real and tangible difference. Even in combat, Consulars seek opportunities to use what they know to bring combat to a close with as little injury and death to both parties as possible.

Often, this desire to make use of their knowledge leads Consulars to strange places. Consulars realize that being knowledgeable does not mean that they know everything there is to know. Instead, increased knowledge most often points out particular areas of ignorance, areas which Consulars are eager to fill. When Consulars identify such an area, especially if it is in their particular area of expertise or involves a field of endeavor to which they have dedicated themselves, they are willing to go to great efforts to learn more and fill in the gap. Consulars often find themselves searching for lost temples, tracking down the truth behind ancient stories, or seeking out particular items of interest wherever they may be.

The Force plays a large role in a Consular's life, just as it does with the Jedi. However, Consulars are especially interested in their connection to the Force and work at improving it. This can mean learning secrets of the Force, spreading knowledge of the Force to those just becoming acquainted with it, or allowing the Force to direct and speak to the Consular. When an opportunity arises in which Consulars can learn more about the Force and their relationship to it, they particularly relish the opportunity to do so.

MORALITY AND THE CONSULAR

Consulars, perhaps more than others, often find themselves in conflict with their Morality. There is a strong temptation to turn the quest for knowledge into an obsession, gaining knowledge for the sake of gaining it, rather than putting it to use in the aid of others. They must be on constant guard to ensure that their efforts to show mercy to their foes do not turn to weakness in the face of opposition. All too easily do Consulars fall to the dark side when they allow their compassion and sense of justice to sour, when their enthusiasm becomes recklessness, when discipline and pride and ambition lead them to believe they are beyond the reach of mortal beings.

Every important decision Consulars make should be finely balanced between that which their Morality supports and that which entices them to the dark side. To the GM, the opportunity for Consulars to gain new knowledge, or better understand the Force, or make use of their diplomatic abilities, should be seeded with a chance to misuse those

same things and unwittingly take a small step closer to the dark side. That is the key: small steps. Consulars are too well suited to spotting the big stumbles that will lead them to the dark side, but the small compromises and seemingly minor transgressions will take Consulars there just as surely if they are unwary or do not take the time to evaluate a situation properly. Offer subtle choices and shades of gray, and let Consular characters make their choice.

CONSULAR ADVENTURES

The following section presents adventures particularly suited to Consulars and similar characters. GMs can use some or all of each particular seed or adventure as they see fit, and players should be able to use them as jumping-on or -off points to tell stories that are of particular interest to their Consular characters. With a little imagination, any one of these seeds should be adaptable to mixed parties of a variety of types.

AMONG THE GRAVES OF YAVIN

Setup: While the group is on another mission, strange tales of disturbances near Yavin begin to reach the ears of the Consular and the party. Then, late one night, the Consular feels a strange pull via the Force, a pull that draws him to Yavin—to the orbital space containing the remains of the first Death Star.

Situation: As the party nears Yavin, the pull becomes stronger. Something at Yavin is clearly wrong. The debris field left in orbit is being scoured by any number of opposing forces—from Imperial reclamation and salvage crews to scavengers and pirates seeking quick profit by trading scrap for credits. Yet, even this is no more than a regular occurrence in the galaxy. What is more disturbing is the growing sense of dread stealing over the Force-sensitive members of the crew. The first time the crew has an opportunity to sleep, a shadow in the Force makes itself known. This disturbance causes nightmares among the Force sensitives—nightmares that increase in intensity the longer they remain in the area, as if some great horror was perpetrated there.

Eventually the crew realizes that the cause of the shadow is the sheer number of people who perished in and around the Death Star in its final moments. The loss of life there, though not on a scale with that of Alderaan, was still significant, and many of the people on both sides were aware of their coming doom. The final moment of horror echoes still.

Resolution: The last piece of the puzzle drops into place when scans of the area reveal hundreds of damaged kyber crystal shards still at large in the debris field. When the giant kyber crystal that lay at the heart of the Death Star was destroyed in the explosion, fragments of it mingled with the other debris. They remain scattered throughout the area, subtly maintaining the final moments of those involved in the fighting and sustaining the shadow of horror. Removing

or eliminating these crystals will dissipate the shadow and see the area returned to relative peace.

Complications: Undoubtedly, the Empire has numerous reclamation and recovery crews in the area attempting to recover whatever may be of use. Perhaps they are aware of the disturbance as well and have sent dark side Force users out to investigate. Does the Empire have the area cordoned off and have they restricted access? How will the party get in without attracting unwanted attention and get out once they have completed their task?

Pirate crews and scavengers seeking quick profit are interested as well and could complicate the situation depending on just what they have managed to collect so far. Can they be bought off and convinced to leave? Or must they be reasoned with and made to consider the greater good? Does their desire for profit mean they are willing to risk open conflict to prevent the PCs from accomplishing their goals? If they've sold off some of the crystals already, whose hands are they in now?

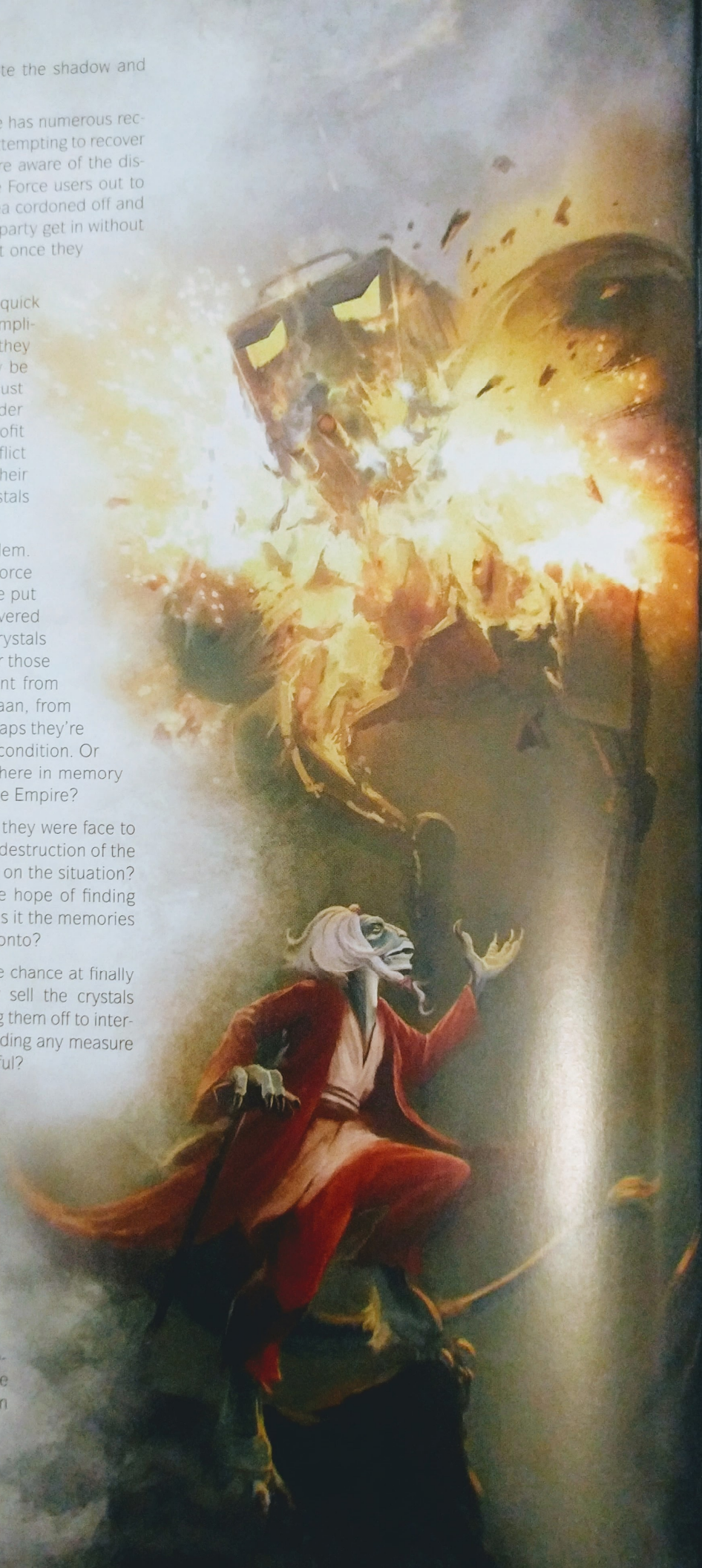
Removing the crystals presents a problem. Kyber crystals are in short supply for Force sensitives, and even damaged ones can be put to good use with care. Should they be recovered for use? Or should they be destroyed? If crystals are utilized, is there some subtle danger for those who do so? Perhaps they carry some taint from their association with the horror at Alderaan, from their former proximity to Lord Vader? Perhaps they're just too dangerous to use in their present condition. Or should they be given a final burial somewhere in memory of the fallen, both of the Alliance and of the Empire?

What decisions would the party make if they were face to face with a family that lost a relative in the destruction of the Death Star? Would it change their outlook on the situation? Perhaps a family come out to Yavin in the hope of finding something to remember their relative by? Is it the memories themselves they seek, or a crystal to hold onto?

What of the PCs themselves? Perhaps the chance at finally turning a profit means they would rather sell the crystals instead of destroying them or simply handing them off to interested Force users. Does the thought of providing any measure of solace to the Imperial dead seem distasteful?

RETURN FROM THE DARK

Setup: The PCs are contacted in secret by a mutual friend with information regarding a former pupil. This may be a student of another Force sensitive, or the former pupil of a Teacher if one is currently with the party. The student has fallen to the dark side of the Force and, though long thought lost or dead, has been discovered hiding in his former village home. There is some hope for his redemption; the PCs are asked not to eliminate the former learner, but to recover him and begin his return to the light.



Situation: Having left his training early due to conflict with his teacher, the student fell to the dark side of the Force. After being presumed dead, and faced with the magnitude of his actions, he went to ground on his home planet in the small, out-of-the-way village he initially came from. There, his unfinished training and the surges of power fueled by his own fear of the consequences of his actions, threaten not only himself, but all those around him. He is given to violent rages, and the people with whom he has sought shelter are beginning to fear for their own safety.

However, while he may pose a threat, the people of the village recognize him as one of their own. They neither understand the danger they are in, nor do they understand what the student has become. All they know is that he is one of theirs and as such, he is due the full protection, care, and concern anyone else in the village would receive. As he was removed from them once, they are unwilling to see him taken away again.

Resolution: Anyone wishing to see the pupil, let alone redeem him, will have to contend with the people of the village as well. They are fiercely protective, even to the point of threatening violence on those who would remove him. In part, this is due to the radiating fear and anger from the student himself. He is having, at this point, a subtle influence on those around him, which manifests itself as heightened aggression and incidences of violence. The first step is likely to be convincing the villagers that no harm is intended and that they themselves are in danger if the situation is not resolved.

Sadly, the pupil believes he is beyond help and that all is lost. In his mind there can be no hope of redemption, for his acts are unforgivable and his sins many. It will take careful effort to convince him otherwise and bring him back from the brink. The more agitated he becomes, the more aggressive and violent both he and the villagers are. If he can be shown there is hope, that there is a path to inner peace and he will have help returning from the darkness, he may yet be saved.

Unfortunately, there is one final actor in play. The pupil's lightsaber has been deeply affected by his actions. It is now highly attuned to the dark side of the Force and is corrupted by his influence. If there is to be any hope of a peaceful resolution, the lightsaber must be dealt with and the dark side influence it represents must be purged from it. As long as it remains deeply attuned with the dark side of the Force, so too does he. Simply destroying the saber is not enough; it too must be redeemed, and he must see that it has been. Otherwise he believes himself as lost as it is.

Complications: The villagers themselves may have a variety of different opinions and outlooks on the situation. Will one negotiation satisfy all? Or must each villager's concerns be addressed? Do the PCs dare explain the situation in full to the village? How will they react if they learn there is a potential dark side Force user among them? What happens if someone among them is seriously injured, either by the wayward pupil or the PCs?

The student's own fears may make him unmanageable, even wild if pressed too closely. Is it possible to avoid violence if his emotions are running wild? If so, can the PCs deal with it without killing him? Has he committed any truly unforgivable acts? What secrets will he reveal while being redeemed?

His lightsaber represents a degree of opposition all on its own. The GM may use a corrupted crystal to represent the

current condition of the student's saber. This means a strongly light side character will have to find a means to purge the light-saber and crystal of its shadowy history, likely over a period of time. (See the **Reclaiming a Corrupted Crystal** sidebar, page 52.) Even if the GM chooses not to use a corrupted crystal, how long will it take to purge the saber, and what will have to be done? What happens to a Force user who attempts to purge the crystal and fails?

NOW YOU SEE ME...

Setup: A young Force sensitive is discovered on a remote planet. The youngling's potential seems immense, but the youngling is as yet untrained. After consulting with such fellow Force users as can be found, it is determined that the PCs should escort the youngling to a hidden location several days' journey away to begin training.

Situation: Someone sympathetic to the Jedi of old has discovered what they believe to be a youngling with exceptional force ability located on a planet far out on the edge of the galaxy. The nearest spot for appropriate training is a hidden location. To ensure the youngling's safe arrival, the party is asked to escort the youngling to the training location.

It seems simple enough, but at an inopportune moment the youngling's powers fully awaken and attract all the wrong attention. Soon, the party finds an Inquisitor on their trail, attempting to either capture or kill the youngling and all associates. Not only is this an obvious danger to the youngling and the PCs as the youngling's power continues to draw attention, but it risks exposing the training location if something is not done to control the issue.

Resolution: Ultimately the Inquisitor will have to be dealt with, but the primary concerns should be protecting the youngling on the way to training without alerting the Inquisitor to the location. The best means of doing this will be to teach the youngling the basic control needed to mask his Force abilities. Without this obvious Force signature, the Inquisitor will be much easier to deal with, either by simply eluding her at an appropriate time, or strategically unmasking the youngling as part of a trap for the Inquisitor.

Complications: How willing is the youngling to learn the necessary techniques? Is he a quick learner or will he require multiple lessons, meaning the party has to spend precious time and resources fending off the Inquisitor while the youngling learns? Does the youngling trust the party, or will he try to escape them, further endangering himself and those tasked with escorting him? How do his abilities manifest, and what danger does that add?

The Inquisitor has access to resources the party does not. Will she call in reinforcements in the form of additional scouts or probe droids? Or will she prove to be a more resourceful tracker than the party expects?

The party itself may be an obstacle to achieving its own goals. Will its members choose a very direct method of confrontation? What happens if the youngling goes untrained? Surely by the time the characters get to the training location, his awakening abilities will serve as a beacon directly to the area and those hidden there. What if the PCs decide to undertake the youngling's full training themselves and adopt the child as one of their own?

CONSULARS AND DIPLOMACY

Before the galaxy witnessed the devastation of the Clone Wars and the Galactic Civil War, the Jedi oversaw a period of relative peace. This peace was possible in no small part thanks to the efforts of the Jedi Consulars, who tread a path of galactic harmony and unity with the Force. These pacifistic individuals believed that if Jedi were forced to ignite their lightsabers, some lives had already been lost. If violence could be avoided entirely, many more lives could be saved. The Jedi ambassadors and diplomats believed the best way to peacefully resolve disputes was to listen to one's opponents and talk through each other's differences.

Although many of their teachings were lost with the Jedi Temple, some of their ideas were preserved in the holocrons scattered throughout the galaxy and in the memories of the people they once helped. In the current dark times, Force users who wish to follow in these mediators' footsteps can search out such resources in order to draw upon the wisdom of lore keepers and seekers who came before. They will find that the Consulars' two guiding principles survived Order 66: first, learn and understand, and then, teach and reconcile. When used together, these principles can soothe the anger burning between two friends or spare an entire star system from the horrors of war.

CRAFTING THE DIPLOMATIC SCENARIO

Any Player Character may employ arbitration techniques to resolve social conflicts during play with a single Negotiation check, but for major plot milestones or other situations in which the stakes are high, GMs can prepare an in-depth social scenario of diplomacy. These puzzle-like negotiations can play out over several individual encounters, evolving with each iteration as true motives are teased out, or as new resolutions are proposed and accepted or rejected by the various parties.

When developing a diplomatic encounter or arbitration scenario, there are five major ingredients that the GM needs to prepare and combine:

1. The list of the factions involved, as well as some basic details about each
2. One to three objectives for each faction, as well as the motives and stakes
3. One to three obstacles preventing each faction from realizing its objectives
4. The cast of characters within each faction, the major characters' initial relationship with the PCs (if any), and those characters' relationships with characters from other factions. If certain conditions will change how an NPC responds, note them.
5. A hook to get the PCs involved

The rest of this section dives deep into the five ingredients to illustrate the process step by step. During the

brainstorming phase, it's possible the GM's inspiration will lead the GM to tackle the elements in a different order. Perhaps the motives will arise before the objectives, characters introduce themselves during the obstacles phase, or the hook precedes them all. The GM should follow any creative instincts and focus on the end result, not on how to get there.

1. FACTIONS

First, the GM should consider which factions are involved in the dispute and develop basic information about them. Factions can be as small as a single person, but more commonly, factions comprise groups of like-minded individuals. Besides their size, other considerations include their territories, relative strengths, ethos, history, and so on. Two-party conflicts are the easiest arbitrations to prepare and run, whereas an entire adventure module could be developed from the complex web of conflict ensnaring three or more actors.

EXAMPLE

Ryan, the GM, is preparing a diplomatic scenario to run for his group because Phil's character recently picked up the Arbiter specialization and wants to put his new talents to the test. The group is planning to travel to Orto Plutonia in search of a powerful Force vergence their holocron's gatekeeper has tasked them with visiting. So, Ryan decides to incorporate a diplomatic scenario into their search. He creates a small outpost of Pantorans, Talz, and humans (Faction A) where the PCs will want to gather supplies before trekking to the canyon where the vergence may be. Because of the outpost's remote and frontier nature, Ryan decides it makes sense for the village to be constantly robbed by a ruthless band of pirates (Faction B) who used to handle the village's deliveries peacefully.

2A. OBJECTIVES

Regardless of the number of parties involved in the dispute, the GM must consider what each faction wants—its objective. This goal or desire defines the faction more than any other traits. Indeed, two factions could be nearly identical aside from their objectives. Objectives can be physical in nature, such as holding a territory or acquiring goods and services, or less tangible, such as freedom or knowledge. The parties could share the same objective (seeking control over a specific hyperlane trade route, for example) or each could have a separate objective (such as two governing factions torn between relying upon the iron-fisted protection of the Empire and entreating the struggling Rebel Alliance for aid).

If the GM looks deeper, even separate objectives have commonalities, if only on a very basic scale: all parties want to have control over the fate of the person, place, or thing in question. In the example of the two governing factions, both have a common objective of maintaining their planet's security; their disagreement lies in what they consider the best way to

achieve that objective. Before proceeding from this point, the GM should ensure that the parties have either conflicting or competing objectives. If both parties can achieve their objectives independently, they can skip the mediator entirely.

Because the number of faction objectives satisfied or left unsatisfied in the PCs' proposed solution will factor into the difficulty of the Negotiation check, the GM should define one to three objectives for each faction, with varying levels of feasibility. One objective might be relatively easy to bargain over, while another objective will be extremely difficult to satisfy. The more objectives the GM defines, the more complex the arbitration becomes.

EXAMPLE

Ryan considers some basic objectives for the two factions he's invented. First, he looks at what the outpost would want; Ryan believes it would want to stop being charged extortionate rates for essential imports (technology, medical supplies, etc.). The outpost also wants these shipments to continue, however. That makes two objectives for the outpost villagers. On the other hand, the pirate crew needs the money that comes from robbing the villagers. They have one straightforward objective: keep the credits coming in.

2B. MOTIVES

After determining each party's objectives, it's time for the GM to dig deeper into the various factions' motives, or why they want the objective. In the *Star Wars* movies, Queen Amidala wanted to preserve Naboo's freedom to conduct trade and travel, while Lando Calrissian wanted to keep the Empire out of Cloud City, and Leia Organa's Resistance wanted to ensure Imperial remnants wouldn't threaten the peace following the Galactic Civil War. Abstract motives include ambition, survival, reputation, revenge, and even romance—most species will argue for almost any reason, given the chance. Consider also the time frame of the motive. Is this a recent development, or a historical problem that stretches back decades, or even centuries? What was the inciting event that caused the instability or opportunity? The GM should decide whether any major figures were involved in the initial dispute, and whether they may still be alive today.

EXAMPLE

Ryan decides that the outpost is inhabited by Pantoran refugees fleeing their homeworld, some native Talz they befriended on Orto Plutonia, and an assortment of humans fleeing the fighting of the Galactic Civil War. They all want to be left in peace to happily pursue their harsh but fulfilling lives alongside their friends and families. The pirate gang is motivated by their fear of Hutt reprisal, since they need the credits in order to pay back a loan for an expensive bacta tank the outpost desperately needed. That gives Ryan an idea that will play into a later step: perhaps the pirate captain had a rough home life, and she considers her new crew of criminals and scoundrels to

be her family of choice. She wants to be respected and liked by them, which means adopting a ruthless persona to appear strong. This gives the pirate crew two motives: paying back their debts and preserving their reputation.

2C. STAKES

Intimately tied to the motives are the stakes. What does each faction stand to lose if diplomacy fails? The Trade Federation's blockade of Naboo could have greatly disrupted the planet's imports of technology. Lando could have been stripped of his position as administrator along with the profits Cloud City generated, and Leia would be forced to witness war embroiling the galaxy once more. For ambitious leaders, expanding their power or influence will lead to more prosperity for themselves or their group. For the desperate faction concerned with survival, losing could mean hardship or even annihilation. The more specifics the GM can incorporate and the more individuals who could be affected, the more possibilities the PCs have at their disposal when it comes to finding solutions.

EXAMPLE

If the village stops paying the extortionate rates imposed by the pirates, they risk being attacked by the pirates or losing their primary source of offworld goods. Both could mean loss of life or livelihoods. If the pirate crew can't pay back their loan, they may need to resort to looting the village. If they still can't come up with the money, the Hutt kajidic they got the loan from may send bounty hunters after them.

3. OBSTACLES

Obstacles are the blocks standing between a faction and their objectives. The obstacles can be as simple as a zero-sum game: sharing is impossible, or not desired, and only one party can get what it wants. In this case, the obstacle is the other faction directly. Other obstacles can be personal or wide-reaching in scope, from petty pride or matters of honor, to long-standing historical or cultural disputes between clans or species. Queen Amidala had to overcome the Trade Federation's droid army, Lando the might of Darth Vader and his Imperial escort, and Leia her lack of funding and troops due to the New Republic's skepticism.

If the Player Characters have become involved, it's likely that communication between both sides has broken down or that previous negotiations ended in a stalemate. The GM should consider why that would be the case and layer in such stumbling blocks as additional obstacles that must be overcome during the renewed round of talks.

For the purposes of crafting the diplomatic scenario, GMs should limit themselves to two obstacles, or three at most, because each unresolved obstacle will make the final Negotiation check more difficult. It helps if the GM prepares one obstacle that will be difficult for the PCs to deal with on

their own (or possibly unsolvable), one obstacle that the PCs could tackle on their own fairly easily if they wanted to, and one that falls somewhere in between the two extremes.

The PCs will have to try to address these obstacles before they can get the different sides to agree to anything, so the GM will want to consider potential solutions as well. In some cases, the PCs will hit upon an ingenious solution that the GM hadn't considered before. As long as it's plausible, the GM should reward this kind of creative thinking by saying "yes" and going along with the new plan, even if it dramatically shortens the encounter.

EXAMPLE

The obstacles aren't overly complicated, but they do cause the basic drama between the two factions. The village can't afford to pay the rates the pirates are demanding—they just don't create much of value beyond what they need to survive. From the pirates' perspective, targeting the village is easier than actual piracy or other illegal activities, and they need every credit they can get. If the pirates could make their money elsewhere, they wouldn't need to threaten the village, but the pirates haven't figured out a better or easier way of making money that doesn't involve the profits they make on the village.

4. ACTORS

If the GM doesn't have specific Non-Player Characters composing the various factions by this point, now is the time to develop the cast of NPCs and determine their roles in the conflict and mediation process. Who are the leaders of each faction? What skin do the leaders have in the game? What steps have the leaders taken to achieve their goals so far, and what effects have their actions had on the other parties? What other types of characters belong to the faction? What relationships do these characters have with the characters on the opposing sides, including the PCs? As the GM brainstorms the answers to these questions, he should keep in mind that some of the best plays and intrigues can derive from variation of opinion within the same faction—this variation can be the key for PCs mediating a solution.

Finally, consider the conditions under which the NPCs would reveal their true objectives or motives to the PCs. Paranoid NPCs may only divulge the truth to those they trust implicitly. Others may wish to conceal their selfish motives by concocting a more sympathetic or noble story. Some factions may task the PCs with various missions before they will rely on the PCs or consider them capable of tackling the more diplomatic issues. Others will only admit to their selfish aims after being confronted by irrefutable evidence. These conditions can set the stage for additional roleplaying, exploration, and combat encounters that help break up the social intrigue and allow the PCs to uncover other important clues relating to the negotiations. Besides considering the details that are relevant to the diplomatic scenario, the GM should not neglect the other elements of well-rounded and interesting NPCs: their appearance, history, mannerisms, flaws, and other

personality traits that will factor into how the GM portrays them at the table.

EXAMPLE

Ryan, the GM, comes up with the notion that the pirate captain is actually the daughter of one of the founding Pantoran members of the village. The pirate captain's mother was originally a Pantoran noble, so her daughter has memories of being very well off financially, but then she was forced to live in poverty on Orto Plutonia. This makes him think of new objectives, motives, and stakes unique to these characters. The mother wants her daughter to quit piracy and come back to the village, while the daughter is targeting the village in part to punish her mother, who she thinks ruined her life when she dragged her to the nearly deserted ice planet.

Besides establishing a tumultuous history for these two NPCs, Ryan also decides that the mother is not the faction leader for the village. Instead, it's the Talz chieftain, who has a hard time grasping concepts of ownership, so he has the Pantorans help him make decisions regarding trading. The final supporting character who will play a major role in the diplomatic scenario is the captain's first mate, a scoundrel who is also her best friend. Many of the captain's motives derive from seeking to impress her first mate and the sense of belonging she gets from their relationship, but the first mate is also a rather cruel and self-absorbed person.

Concerning the PCs, Ryan decides it would be most interesting if the pirate captain were actually an NPC they've run into before: a Pantoran named Inira Chirii. That way, the PCs can continue their somewhat antagonistic relationship with her. Of course, Inira isn't going to admit to the PCs her rocky relationship with her mother unless she has to. Inira realizes her motives are cruel and selfish, which makes her feel somewhat guilty, but she doesn't want to come off as weak in front of her best friend by discussing her rough childhood.

Next, Ryan will flesh out these NPCs' personalities more completely and then perhaps invent the names and basic traits of a few ancillary NPCs to round out the factions so they feel more real.

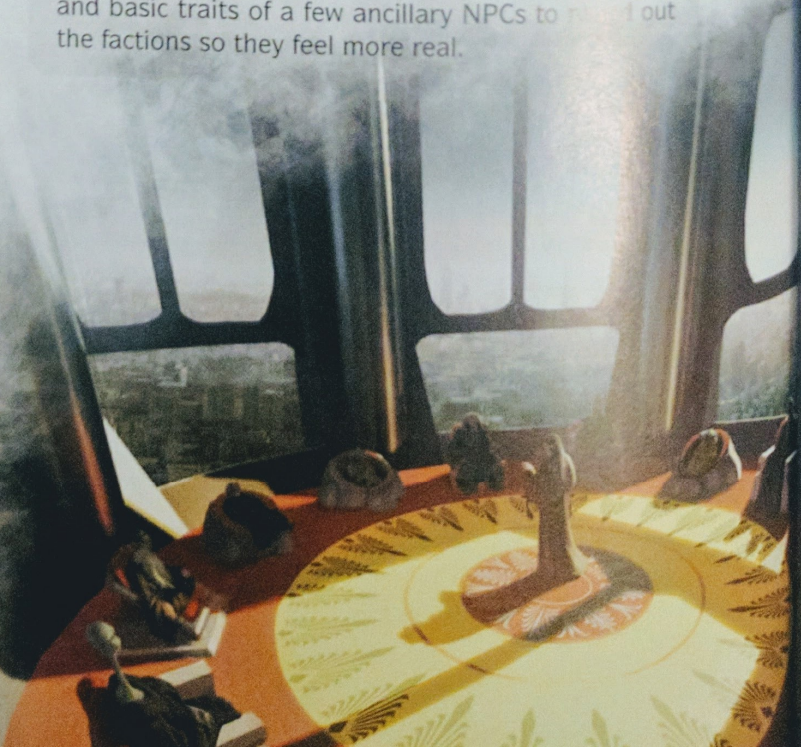


TABLE 3-4: SPENDING SYMBOLS IN DIPLOMATIC SCENARIO KNOWLEDGE CHECKS

Symbols Generated	Result
☆	Basic knowledge of general situation.
☆☆	As above, but including names of key players, their history, and their involvement in the dispute.
☆☆☆	Basic knowledge and key players, as well as some of the obstacles at play.
☆☆☆	Personality quirks of one or more important NPCs in a faction or the motives of individual NPCs.
☆☆☆	The GM withholds a key piece of context relating to one of the facts presented.
☆☆☆	A seemingly unrelated but critical detail, such as the truth behind the inciting incident or a fact one leader has taken great pains to hide.
☆☆☆	One of the facts the GM gives the players is wrong or misleading.

5. THE HOOK

Once the GM has given thought to the diplomatic encounter itself, he will still need to consider the hook: the means by which the PCs will become involved in the negotiations. Perhaps the PCs will travel to a new destination and unwittingly become mediators due to their position as a neutral party. Or maybe they have worked with an NPC in the past who requests their aid on a new challenge. They could also become embroiled as unwilling hostages of one party after failing an important mission or getting captured; their expendability makes them useful in parlaying with a hostile faction. Finally, the PCs may have allegiances to one institution or another—some basic ideas being the Rebel Alliance, a Hutt kajidic, or a secretive group of Force users—that has skin in the game and needs someone to deal with the situation before it ends badly for the institution. In this case, the PCs find themselves in the uncomfortable position of being nominally affiliated with one of the factions involved in the dispute.

EXAMPLE

Ryan goes back to the main plotline of his campaign to hook the PCs into the diplomatic scenario. They're searching for a Force vergeance in a canyon near the village, but traversing the icy wastes will be difficult without a guide. The GM can assume the PCs will request as much from the chieftain, who will ask that they solve the matter with the pirates before he gives them any assistance. And because the pirate captain's mother is one of the chieftain's advisors, he doesn't want the PCs to kill the pirate crew, but instead reason with them. The diplomatic scenario is born.

gence. If the GM wishes to present a truly perplexing diplomatic scenario, he can have each faction's NPCs deliver contradictory explanations for the disagreement. After all, what each side tells the PCs may be true—from a certain point of view.

LEARN AND UNDERSTAND

Within the factions' initial demands lie their motives, whether those motives are initially apparent or not. What was outwardly requested may not match the faction's true goals, depending on the criteria previously determined by the GM, such as a character's opinion of a PC or concern with appearing justified.

After listening to the faction's initial appeal, the PCs should have a chance to follow up with additional questions to better understand the NPCs' reasoning as well as the stakes. Especially astute PCs may detect inconsistencies within an NPC's answers, or between her words and body language, to infer that the leader is holding back important information. PCs can perceive such duplicity with an **opposed Discipline check vs. the NPC's Deception**, but unopposed Perception checks may also yield physical clues. Even if they realize they are being lied to, the PCs may not be able to force the NPC to come clean at this point, and baseless accusations can quickly damage their reputation and the negotiation's future chances.

Knowledge checks can help fill in any gaps by providing the characters with objective information recalled from past studies. Knowledge checks are a good means for the PCs to learn important details that may be unknown to the parties involved in the negotiations, such as historical context, or to figure out the explanation behind a character's reticence. Some ideas for how the GM can interpret the results of those Knowledge checks can be found in **Table 3-4: Spending Symbols in Diplomatic Scenario Knowledge Checks**.

By arming themselves with the facts, or by learning where or from whom they can find out more, the Player Characters may discern the most constructive avenues of compromise. Mechanically, this may be represented with one or more ☐ on future checks in which they are trying to reason with or appeal to their opponents. For example, a local tribal

RUNNING THE DIPLOMATIC SCENARIO

After the PCs receive the hook that reels them into the scenario, their first order of business should be to meet with the different parties and listen to their demands. This may be the first time the PCs are hearing about the conflict, so wise PCs will pay close attention to what each party has to say, taking note of common threads or points of diver-



elder may not be willing to budge on an issue until the PCs confront her with proof that she has been covertly sending forces to sabotage the rival village's starships. The PCs know that she would not want this to become public, because it could ignite into a full-blown war, so they use it as leverage to bring her to the negotiating table.

After getting a basic grasp on the situation at hand, and gleaning some insight into the parties' motives, the PCs will want to be sure they understand the stakes at play. Even if they are serving as neutral arbiters, they could find themselves culpable for the results of any agreement. This could include shouldering the blame for the death or suffering of innocents if they didn't tread lightly around especially explo-

sive issues, which could result in Conflict being awarded to signify their guilt.

Wise Consulars evaluate the context of a disagreement and will make sure they understand both why an agreement hasn't previously been reached and the consequences if they cannot successfully mediate the dispute. Additional investigation might be warranted to ensure they know everything they can before proceeding to the next step. Even if they do not uncover all the nuances of the conflict or ulterior motives, they at least have enough to work with and can begin troubleshooting the issues at play while brainstorm-

ing potential solutions. The GM should be able to figure out what complications may arise if the PCs misunderstand the dispute from the stakes section of his notes.

The most successful Force-using ambassadors and diplomats seek the win-win scenario. They aim to convince the feuding factions to approach things from a different perspective or realize they can both get what is most important to them if they're willing to be flexible on a point of lesser consequence. Barring that, mediators will try to forge a compromise by getting the parties to meet each other halfway—nobody gets everything they want, but everybody gets something. Sometimes, however, Consulars may determine that one faction is placing unreasonable demands on the other or acting unjustly; in these cases, they must somehow convince the offending faction to back down, or they must work to prevent that faction from carrying out its plans to fruition.

The GM should encourage players to figure out these solutions for themselves. However, if the players are stuck and one or more PC is skilled in Negotiation, the PC should be allowed to make a **Simple (–) Negotiation check** to receive hints regarding possible solutions, with more ☆ translating to stronger hints. Sometimes there is no good resolution, but the good-faith efforts to prevent suffering or violence may have ripple effects on future negotiations or the Cosmic Force.

TEACH AND RECONCILE

When the PCs have determined one or more potential solutions, they'll have to sell their recommendations to each of the factions. Even if the PCs have devised a brilliant plan, they will still need to present it to the parties in a way that inspires confidence and trust. Conversely, if the PCs deliver the news that a faction must withdraw its unfair demands, doing so with sweetened words can help a poison pill go down less painfully.

The arbitration process is typically represented mechanically by an **opposed Negotiation check**. Consular characters who are skilled in Negotiation understand that they can increase the buy-in of the factions by presenting the proposed solutions as options, not dictates. This can backfire on the untrained, however, since it gives the factions more opportunity to derail the proposed agreements with their own agendas. Better yet, a master negotiator may be able to direct the conversation in such a way that one or both faction leaders "discover" the intended solution themselves, further increasing the odds of their adopting it. A character employing either type of approach should make an **opposed Negotiation check vs. the faction leader's Discipline**.

Charm opposed by a target's Discipline can also be applicable in some situations, such as when PCs are relying on their eloquence and ability to appeal to a person's better nature. It is possible to try to bully factions into submission using an **opposed Coercion check**, but the GM should award Conflict to the PC who is doing the threatening. As stated previously, no matter how good the PCs' plan is, the PCs still need to present it to everyone involved in a

DIPLOMACY AND THE FORCE

In the Republic, many planetary governments and galactic institutions relied on the Jedi Consulars for mediation because their Force powers would deter or detect deception attempts. However, even with the power to sense a being's true emotions, precise details may remain hidden, necessitating the use of conventional listening and mediation techniques to develop rapport.

The fate of more than one planet has dangled by a thread in the negotiation chamber. With millions of lives hanging in the balance, sometimes all it takes is a single word to save or destroy an entire civilization. Many Jedi have been forced to ask themselves how far they will go for the sake of peace. In these instances, the temptation to soothe a bruised ego or move a leader to action using the Force can be overwhelming. How useful would it be to have at one's disposal the capacity to read thoughts, or better yet, to rummage through a person's mind for the truth like a scavenger at a crash site? Even if such a power existed, the discovery of its use would constitute such a severe breach of trust that it would disqualify the mediator from fairly arbitrating the dispute.

Along the same lines, using one's Force powers to influence either party to act or believe a certain way is against the ancient Jedi Code. It strips the parties of their agency and free will; in effect, it denies those leaders their place in the Cosmic Force. Player Characters who are tempted by these sorts of actions should accrue Conflict to denote the turmoil brewing in their hearts.

way that convinces everyone to go along with it. If the PCs are able to promote empathy or understanding between the parties by laying out similarities or shared experiences, the GM may award one or more Boost dice ☐ to the check.

Finally, a rousing speech given before the negotiations can allow the PCs to promote fair-mindedness and prevent the fears or prejudices of either party to cloud its view of the big picture. Jedi have long been concerned with inspiring others to be their best selves, and their words and example can help others move past their fears to accept their opponents as they are. A successful Leadership check (with a difficulty determined by the severity of the prejudice) can sway an observer in the audience to rally to the side of the PCs, opening up new roleplaying opportunities with that NPC, depending on the NPC's faction alignment. The more ☆ generated on the check, the more influential the person affected.

As noted before, this is an opposed check, with the base difficulty set by the faction's lead negotiator, typically the leader. The GM should further upgrade the difficulty for each major obstacle that the PCs have not dealt with and that the faction must overlook if they are to agree to the terms.

TABLE 3-5: SPENDING RESULTS IN DIPLOMATIC SCENARIOS

Symbols Generated	Result
★	The leader is willing to accede to the PCs' proposal.
★ ○ ○	The leader accepts the PCs' proposal, and the reputation the PCs enjoy with the faction is improved.
★ ☹ ☹	The leader accepts the PCs' proposal, but the reputation the PCs enjoy with the faction is permanently damaged.
★ ⊕	The PCs are able to come back and ask the lead negotiator for further concessions that the other party in the negotiations is willing to provide.
★ ☹	The faction might be planning to backstab the PCs or the other faction once the negotiations are formally concluded and the arbiters have left.
▼	The leader is unwilling to accept the PCs' proposal.
▼ ○ ○	The PCs see an opening along different lines than they had originally expected, thereby changing the difficulty of subsequent checks or adding <input type="checkbox"/> to them.
▼ ☹ ☹	The faction leader sharply denounces the PCs' proposal. A successful Cool or Discipline check, opposed by the leader's Coercion, will allow the PCs to remain collected under pressure and avoid the temptation to retaliate with threats of their own. A Cool or Leadership check may also allow the PCs to extend their composure to the other faction members present. By keeping everyone's passions cool, the PCs can minimize the chance that their allies might sabotage all the hard work that has already been put into the negotiations.
▼ ⊕	A faction leader accidentally reveals the leader's true hand during a rebuttal, giving the PCs the crucial clue they needed to devise a better proposal or overcome another obstacle.
▼ ☹	The negotiations take a more serious turn. A quixotic ruler, upon receiving a proposal the monarch doesn't want to hear, may laugh the negotiators out of the throne room, while a bellicose pirate captain may decide it is time to escalate to aggressive negotiations against the PCs.

Setback dice can represent prejudices, such as fear or mistrust, on the part of the faction, or they could signify sticking points of pride for the faction's leader.

The PCs may upgrade their Ability dice once per faction objective that their proposal achieves, or they can add one or more ☐ for satisfying the faction's underlying motives, even if they are not achieving their original goals. Don't forget to factor in any talents the NPC might possess, such as Nobody's Fool, if the PCs are trying to get by with their skill in Charm or Coercion instead of Negotiation.

Once the scene has been roleplayed to satisfaction and the dice pool has been rolled, the GM gets to roleplay the reactions of the factions' NPCs. In his response, he should incorporate the symbols generated on the check, the peripheral traits he developed for them during the planning stage, and finally, how favorable the terms are to the given faction. See **Table 3-5: Spending Results in Diplomatic Scenarios**. Keep in mind that all factions must agree to the terms, so the PCs will need to make such a check for each faction involved.

Ultimately, it is unlikely for a proposed solution to be accepted immediately, so continued dialogue, iteration, and patience will allow the PCs to help the factions find common ground. With conflict engulfing the galaxy, its citizens need arbiters now more than ever. Consulars are among the best suited to heal the strained relations between factions by teaching the knowledge and wisdom of the sages of old.

AGGRESSIVE NEGOTIATIONS

Despite the PCs' best intentions, the factions may not receive their proposals well, or one or more faction leaders might decide that they will better realize their objective if they cut out the mediators entirely. In such cases, it is up to the PCs to defend themselves, by force if necessary. However, restraint should still be considered if the negotiations are to be salvaged at all. Otherwise, the PCs may find themselves dealing with a different authority once the lines of succession have been pursued, not to mention that their reputations as peaceful arbiters will be irreparably damaged.

On the other hand, if the PCs realize that a particular character is tripping up negotiations, and that the factions' problems would be solved if only that character could be removed from the picture, the GM should consider doling out Conflict if any of the PCs attempt to force an exit in a violent fashion.

STAR WARS FORCE AND DESTINY ROLEPLAYING GAME

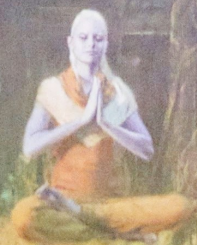
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